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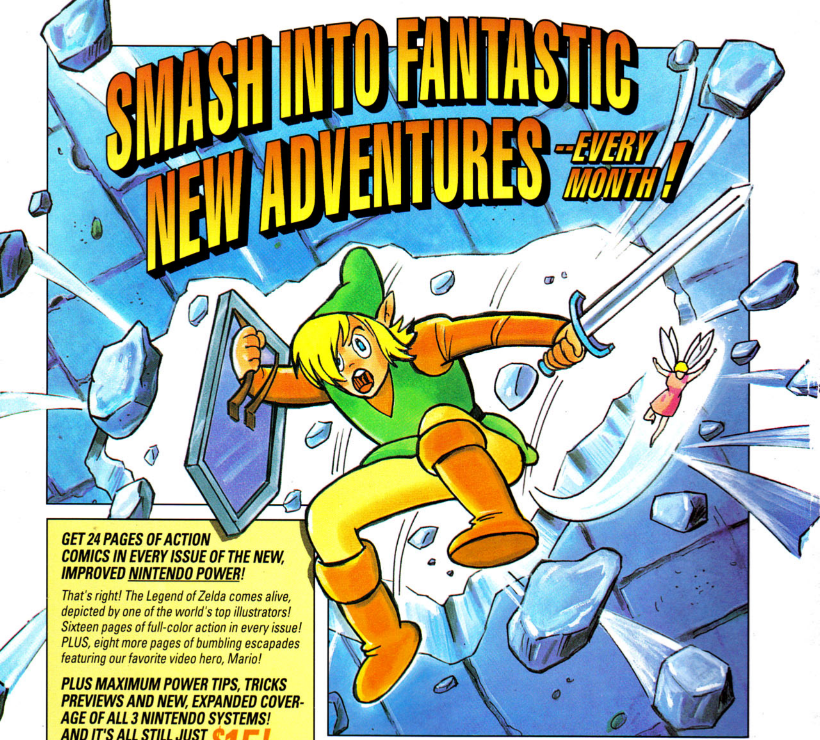
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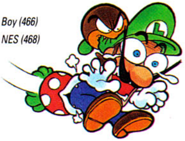

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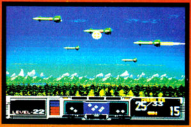
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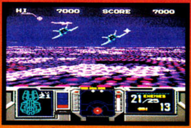
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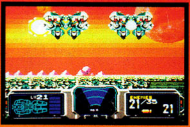
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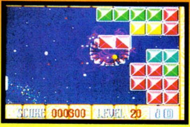
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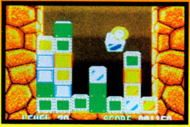

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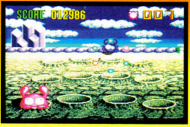
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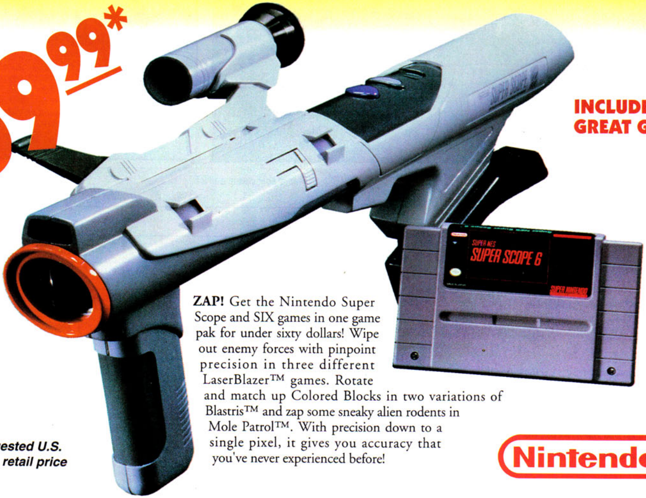
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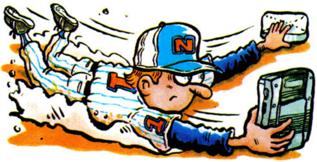


WHAT DO YOU WANT?

This is the question which we posed to you in Volume 30. It was an effort to come up with an irresistible incentive for renewing your Nintendo Power subscription. We're still working on new incentives, but we thought it might be interesting to share a few of the suggestions which were received.

SERIOUS CASH-FLOW!

This is what would be irresistible: a $100,000,000,000,000,000,000, 000,000,000,000 shopping spree. Of course I know you can't do that, but it would be nice.

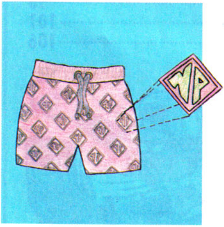
Jeremy Bratcher
Mammoth Cave, KY

Extremely nice!

AND IN THIS CORNER...

I think it would be cool to offer free NINTENDO POWER boxing shorts. I have included a sketch of what they may look like.

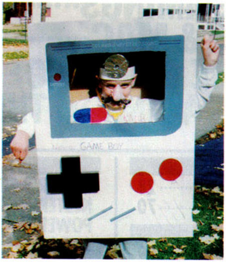
Timothy Deems
Fairmont, WV



A CASE OF BRIBERY

What would make renewing absolutely irresistible? If you would print this Halloween photograph of my son, Tyson, as Dr. Mario and Game Boy, that's what!! We made this costume together and he won our Mall contest!

Cathy and Tyson Robbins
Warren, PA



OK Cathy, we're happy to run the photo. Now where's the cash?

GOOD DENTAL HYGIENE

I would run to the post office to order a yearly subscription to Nintendo Power if you offered me three truckloads of candy and a portable dentist for all the cavities I would get.

Ann Butzer
Lake Elmo, MN

Let's see...three truckloads...NAH! You wouldn't need a dentist. Your teeth would have fallen out by that time.

AIR HAGEN

Something totally irresistible would be if you renewed for a year you would be able to get three of your friends to play a basketball game against Michael Jordan and Scottie Pippen.

Isaac Hagen
East Kingston, NH

If you could be any video game character, who would you be? Link? Ryu Hyabusa? Princess Toadstool? Mega Man? Bowser? Donatello? Zitz? . . . Blaarg? Send your letters explaining what character you'd like to be and why you would want to be that character to:

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YOU LIVE WHERE?!?

When Nintendo first came out, to say we enjoyed hours upon hours of Mario & Luigi would be an understatement. Seven months of that enthusiasm produced these scenes on the walls of our son's room. Chrystie and D.J. actually live in Super Mario Bros. World. Though these scenes were painted years ago by my wife an I, our enjoyment of the NES has not diminished. Thirty-five games and a Super NES system later, we still spend time squashing creatures, dueling monsters and jumping the longest gaps.

Dan Dario
Bangor, PA

FROM THE HOT GLUE KINGDOM

A few years ago, I decided to make toy figures out of hot glue. I found that the creatures in Nintendo games were easy to make. After I got better at making them I started to make the people. The characters are solid hot glue. On some of them, I glued cloth on and then used magic markers on them. After this, I spread on a thin layer of hot glue so that it won't come apart. The newer ones (Ganon, Link, Zelda and April) were painted. They have held up well considering my four-year-old niece, Casey, plays with them all the time.

Steve Shelton
Cochranville, PA

EDITOR'S CORNER

It's time for Nester to break out his trusty calculator and do some heavy figuring. This month's issue contains the Fourth Annual Nester Awards. The year 1991 has passed us by, but it left us with some fairly impressive software offerings. Vote for your favorite game in each of the given categories. The number of categories which you can vote on has been expanded this year in an effort to give equal billing to all three Nintendo systems. The winners of the coveted "Nester" will be announced in an upcoming issue. Ponder your favorites, pull out the perforated Player's Poll card, push your pen or pencil, paste your stamp, and put it in the nearest mailbox...please. Nester and I thank you!

Gail Tilden
Editor in Chief

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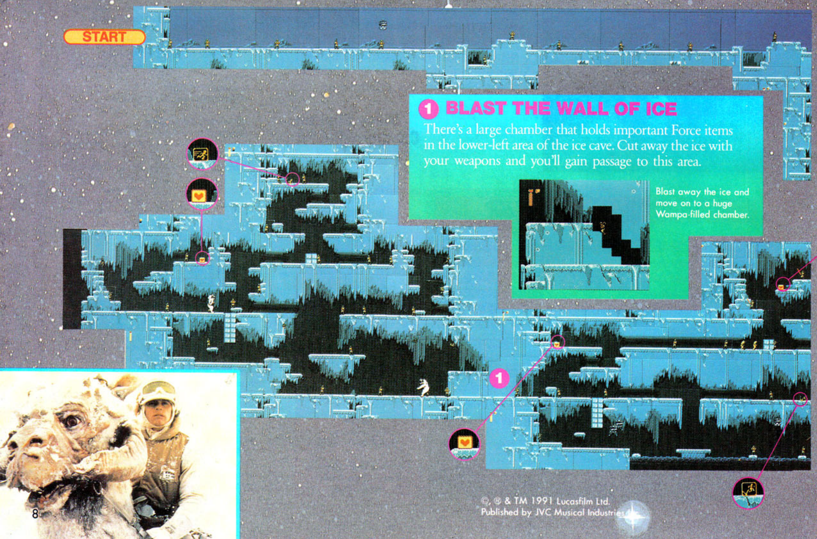
STAR WARS THE EMPIRE STRIKES BACK

Hot on the heels of Star Wars for the NES comes an adaptation of its hugely successful sequel, The Empire Strikes Back from JVC. The game follows Luke Skywalker as he fights the dreaded Empire, trains to be a Jedi Knight and attempts to save Han Solo and Princess Leia from the clutches of Darth Vader. Digitized voices of the characters and a scene by scene account of Luke's journey make this game a must-play for fans of the film.

SCENE ONE

ICE CAVES

While guarding the hidden Rebel base on Hoth, you've set out to explore a recent meteor-like collision on the surface of the planet. The crater leads to a massive ice cave. Explore the cave for possible Imperial Probes and try not to be surprised by the Wampas that lurk below the surface.



① BLAST THE WALL OF ICE

There's a large chamber that holds important Force items in the lower-left area of the ice cave. Cut away the ice with your weapons and you'll gain passage to this area.

Blast away the ice and move on to a huge Wampa-filled chamber.

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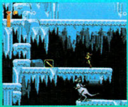
Published by JVC Musical Industries Inc.

LUKE! USE THE FORCE!

The powers of the Jedi Knight will help you carry out your mission against the Empire. Throughout your journey, you'll find items which add to your abilities. As long as you have Force Power, you'll be able to use these new abilities to perform incredible maneuvers. These newfound abilities include the power to run faster than ever before, jump higher, levitate and reflect your enemies' shots. Search for the Force Items as you journey to stop Darth Vader.



The Lightsaber is hidden in the ice caves of Hoth. Once you have this powerful, short range weapon, you can activate it by pressing the Select Button.

HIGH JUMP

You'll be able to jump high and far when you activate this power of the Force.

SPEED

Use this power and you'll be able to run to the rescue of Leia and Han with incredible speed.

BLASTER

Concentrate on the power of your Blaster and you'll fire stronger than ever before.

LIGHTSABER

More strength will come to your Jedi weapon when you use this Force Power.

REFLECT

Select Reflect Power and you'll send back the shots of your Imperial enemies.

LEVITATE

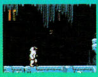
This amazing power allows you to float harmlessly over the traps of the Empire.

ENERGY

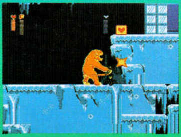
If you're low on energy, you can convert Force Power to Health using this ability.

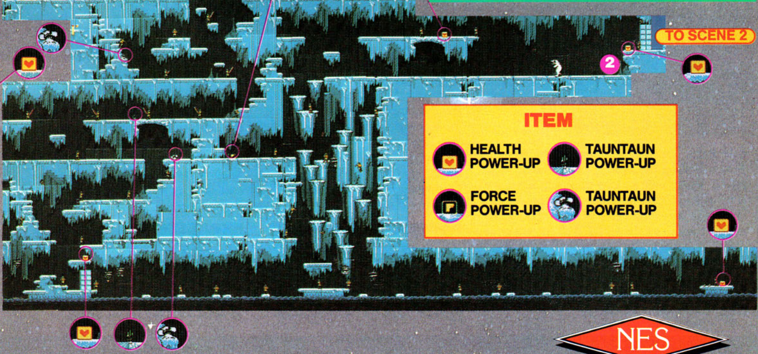
② WHOMP THE WAMPA

The last Wampa that you'll encounter in this ice cave is situated next to a cliff. Press Down on the Control Pad to give yourself super jumping power and leap over the Wampa. Then jump onto the cliff and blast at this bear-like creature from a safe perch.



Jump over the Wampa and head for the cliff.



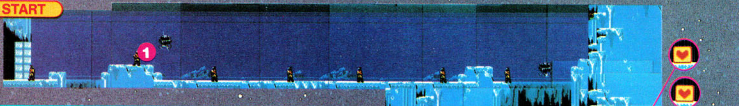


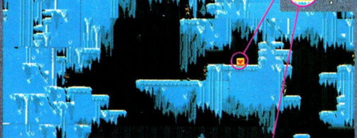
ITEM

HEALTH POWER-UP
TAUNTAUN POWER-UP
FORCE POWER-UP
TAUNTAUN POWER-UP

SCENE TWO
ICE CAVES

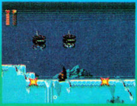
Sensors indicate that an Imperial Probe Droid is transmitting the location of the Rebel Base from the next ice cave. It's your job to find this evil mechanoid and destroy it before it can do any more damage. Beware of Hothian creatures and deadly water below.

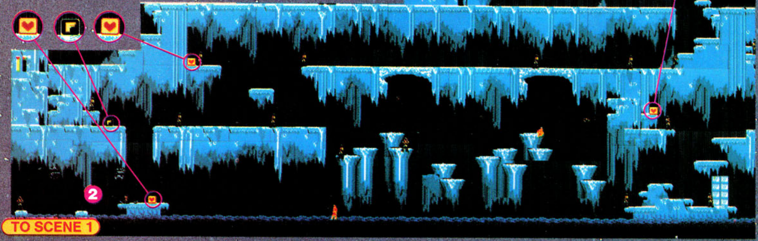




① BLAST AND RUN

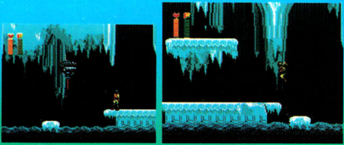
Small Imperial Droids guard the entrance to the ice cave. Hit them from below with Blaster shots and keep moving. You should be able to take care of them easily.





② RETURN PASSAGE

Beware! When you drop down to the lower-left section of the cave, you'll have no choice but to return to the first ice cave. If you missed some Force Items in the first cave, you can use this passage to go back and collect them as they will be very valuable to you in other parts of your adventure. Jump onto the ice flows to the left and float over the deadly water into this Item-packed area.

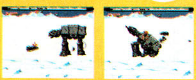


BATTLE ON THE SNOW FIELDS

The Probe Droid sent a message to Imperial Forces detailing the location of Echo Base. Now AT-AT Walkers are making their way across the snow fields. Climb into your Snowspeeder and try to slow down the attack while your comrades escape. You can see the AT-AT Walkers on a radar view at the top of the screen. Fly towards them and blast them with your Cannons. If you're shot down, you'll have to take on the Stormtroopers and Walkers by foot while you're waiting for another Snowspeeder to appear.

TRIP 'EM UP

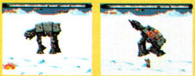
Since the Walkers have such long legs, you can trip them by hitting the legs with your Grappling Hook and Tow Line. You've only got five Tow Lines, so use them sparingly and only when you're sure that they'll connect.



Fire a Tow Line at the legs of an Imperial AT-AT Walker and you'll drop the Walker into the snow.

FIGHT ON FOOT

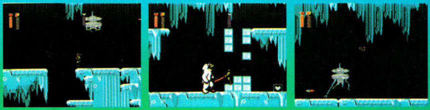
If your Snowspeeder is shot down you can fight the Walkers on foot. Press Up on the Control Pad when your character is positioned between the legs of the Walker. He'll climb up and hit it with the Lightsaber.

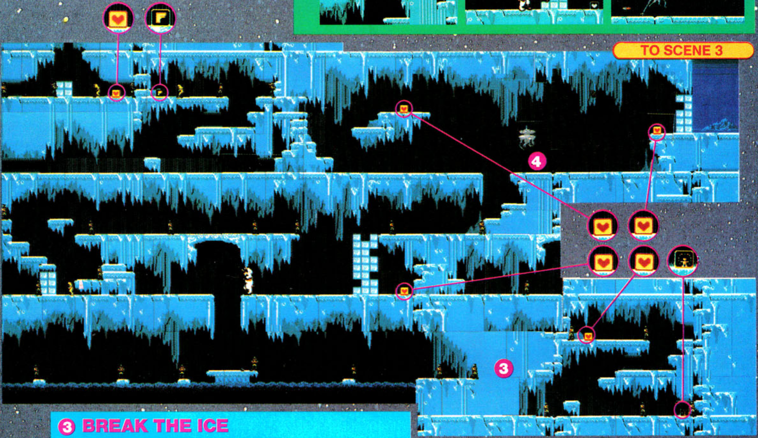


If you're blasted out of your Snowspeeder, run to the Walkers and hit them with your Lightsaber.

④ DESTROY THE DROID

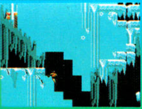
The Imperial Probe Droid is hovering in the upper-right section of the cave. While making your approach you'll see the energy meter of the droid. You may be able to make it disappear by leaving the general area and returning. If that doesn't work, you'll have to blast it into bits. Grab the Big Hearts when you're low on energy and keep plugging away at the droid.



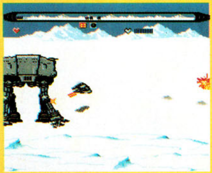


③ BREAK THE ICE

There's a huge wall of ice in the lower-right section of the cave. Use your Blaster and Lightsaber to break through the ice. This man-made passage will lead you to a chamber that holds a Big Heart and the Force item that allows you to reflect the shots of your enemies with your Lightsaber. This shield-like power will be very useful to you later, when you take on Imperial Forces.



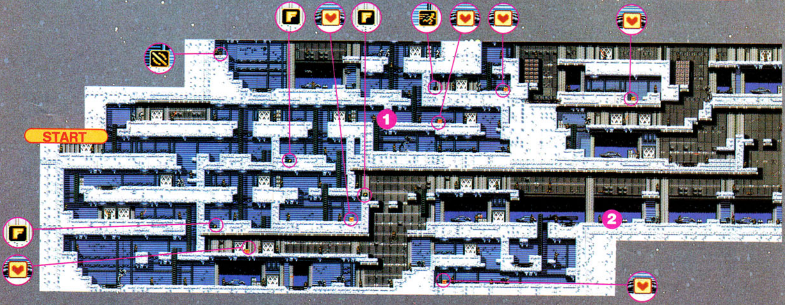
After you blast through the walls of ice and snow, you'll be able to pick up a Big Heart and a powerful Force item. Grab these Power-Ups and move on to the Imperial Probe Droid.



When the Walker pilots see that you are without a Snowspeeder, they'll send down Stormtroopers to fight you. Hit these Imperial goons as soon as you see them.

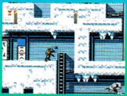
EVACUATION OF ECHO BASE

Imperial Stormtroopers have entered the Rebel Base and are systematically destroying it. You've got to fight off the Stormtroopers and their AT-ST Walkers so that the last of the rebels can escape. Then hurry to your X-Wing Fighter and make your own escape to Dagobah.



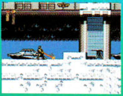
① ROCK THE WALKER

Before you drop to the level of an AT-ST Walker in the middle of the base, stay on the ledge above it and fire down diagonally. You should be able to destroy it without losing energy.



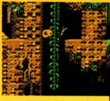
② BREAK THE BEAMS

In order to cross to the right side of the base, you'll have to ride on several moving platforms. Run under the platforms first and clear away the beam-producing generators in the area.

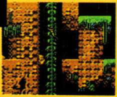


JEDI TRAINING ON DAGOBAH

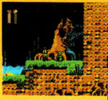
Obi Wan has instructed you to fly to Dagobah for Jedi training with the great master, Yoda. Search for Yoda on the surface of the planet.



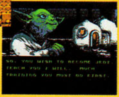
Fight off strange creatures.



Ride on moving platforms.



Find the Jedi master, Yoda.



SO, YOU WISH TO BECOME JEDI. TEACH YOU I WILL. MUCH TRAINING YOU MUST DO FIRST.

Learn the powers of the Force.

FIGHT IN FLIGHT

After you go through some of your Jedi training, you'll learn that Leia and Han have been captured by Imperial Forces in the cloud city of Bespin and that they need your help. Before you can dock in Bespin, you'll be ambushed by Cloud Cars and TIE Fighters. Circle the city and fire on these massive forces. When they've all been cleared away, you'll be able to continue your journey in the city.

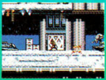
Leia and Han need your help in Bespin.

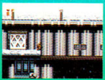
Blast away at Imperial Forces around the city.

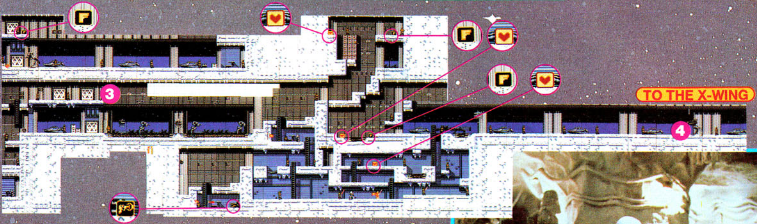
You'll go out again later to save Han from Boba Fett.

③ STEAL A WALKER

You'll discover an area that you can't cross on foot. Move up to the next level and fight an AT-ST Walker with your Lightsaber. Before it's completely destroyed, you can climb into the Walker and use it to cross the area below.

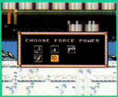


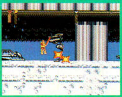


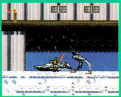


④ ONE MORE WALKER

On your final approach to the X-Wing, you'll find one last AT-ST Walker. Fire up your Lightsaber and hit the Walker from below. Then climb into your ship and head for Dagobah.

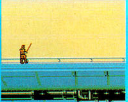




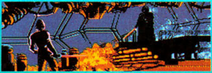


THE BATTLE GOES ON…

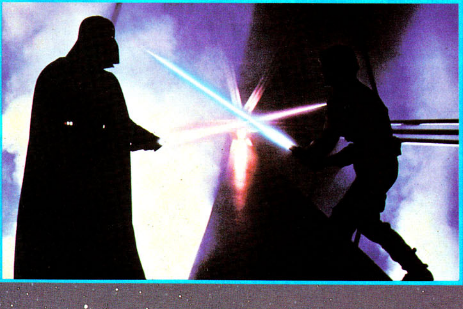
The story concludes with several big battles in the cloud city. Darth Vader is waiting to pull you towards the Dark Side of the Force. You'll lock Lightsabers with this fiend in a final fight at the core of the city. Since the end of the movie is open ended, the story has been changed slightly so that you can be at least temporarily victorious over Darth. Victorious, that is, until The Return of the Jedi is adapted for the NES!



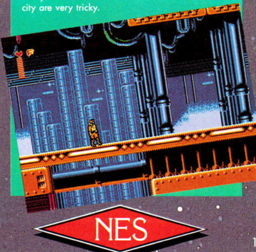
Some scenes in the game are different from the film.



You'll battle Darth several times at the end of the game.



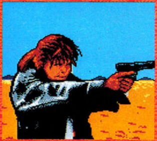
Many sections of the cloud city are very tricky.



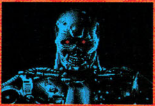
TERMINATOR 2™
JUDGMENT DAY

"There is no fate but the fate you make..."

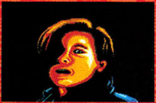
The T-800 is dispatched from the future with a mission. He must save the life of John Connor, the boy who will grow up to save the world from the killer Cyborgs. The Cyborgs have other ideas, and their Terminator is also on the way. LJN has generally remained true to the movie, and has added very smooth playability. This game has some of the best action of any NES game.



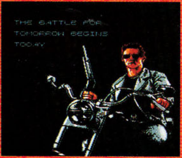
Sarah Connor must be rescued from the hospital.



A very realistic T-800



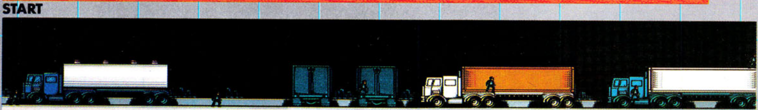
A future world leader?



THE BATTLE FOR
TOMORROW BEGINS
TODAY

The fastest bike in town.

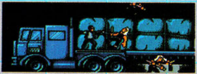
STAGE 1 TRAUMATIC TRUCKSTOP



The first stage would be easy if you had any weapons. But don't worry, this Terminator is pretty good with his fists. Just don't get surrounded and you'll be all right. The secret is to stay off the ground. From the tops of the trucks you can punch out enemies as they appear. Look for the safe spot. Jump up on the gas tanks of the trucks, then kneel and punch. You can't hurt the biker, but he can mow you down, so be ready to jump when he appears.

STREET FIGHT

So you're on the ground and it's three to one? Throw a few punches, then jump out of there.



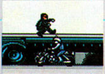
TM & © 1991 Carolco TM & © 1991 LJN Programming Copyright B.I.T.S. "Terminator 2: Judgment Day 1991 Carolco Pictures Inc. (U.S. & Canada);

ALL SYSTEMS ON-LINE

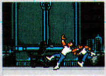
TERMINATOR 2
JUDGMENT DAY

PUNCH AND JUMP

LJN did a good job with the play action in this game. The T-800 punches with both fists, and his movements are smooth. His jumps are easy to control.



A necessary defensive move. You're not invincible in this game!

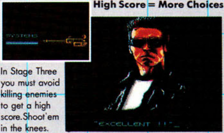


Your fists will serve you well until you get your hands on some weapons.

WEAPONS SYSTEM

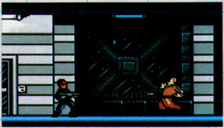
What an awesome collection of weapons. The higher your score, the more weapons you can choose from. Start the game with just your fists. In Stage Two you will get the sawed-off shotgun. After Stage Three you will go on-line with the weapons system.

High Score = More Choices

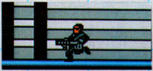


"EXCELLENT !!"_

In Stage Three you must avoid killing enemies to get a high score. Shoot'em in the knees.



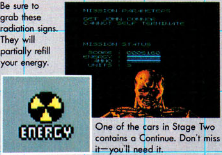
Don't shoot the hospital employees.



If you can avoid hurting too many people, you'll be rewarded with a better weapon.

LIMITED POWER

You get four energy refills, then the game is over unless you get the Continue in Stage Two (Nope, there are no codes). Watch your energy bar!

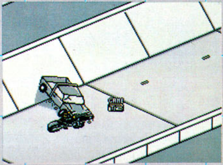


MISSION PARAMETERS
GET JOHN CONNOR
CANNOT SELF TERMINATE

MISSION STATUS
SCORE : 0006160
ENERGY :
AMMO :
UNITS : 5

Be sure to grab these radiation signs. They will partially refill your energy.

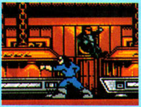
One of the cars in Stage Two contains a Continue. Don't miss it—you'll need it.



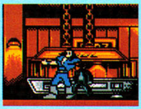
This car has a Continue.

"I NEED YOUR BIKE...."

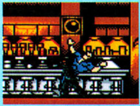
No wheels? Not a problem. Just visit your friendly neighborhood hangout and convince a biker to let you use his. He might take a little persuading.



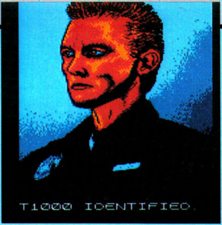
Jump to avoid his punch.



Punch him twice for a hit.

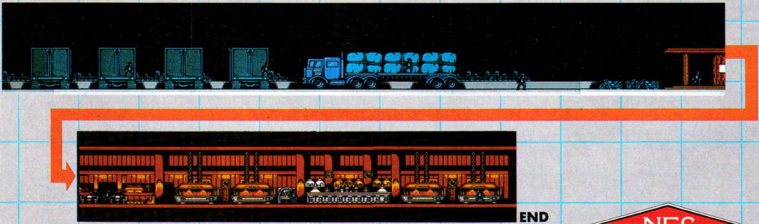


A good hit.



T1000 IDENTIFIED.

Once you have defeated the Truckstop Boss, your target is identified.



END

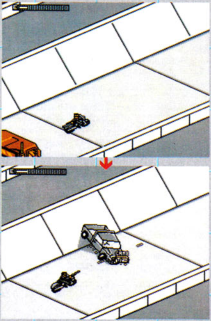
Carolco International N.V (all other countries).

STAGE 2 RESCUE JOHN CONNOR

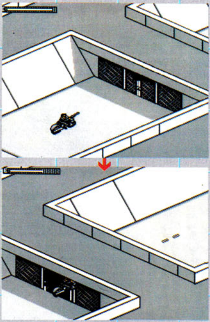
The action in this scene is just as fast as the chase in the movie. John Connor is up ahead on his motorbike and the T-1000 is behind you in the truck—and gaining fast! Dodge the obstacles as you go, then turn and fire at the truck. Shoot the gates and don't forget the Continue. Practice, practice, practice.

"I SWEAR I WILL NOT KILL ANYBODY...."

From here on out the rules have been changed. If you kill anybody your score will be penalized. That means your choice of weapons shrinks. The best thing to do is kneel and shoot 'em in the knees.



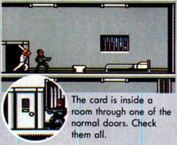
This is the only Continue in the game, so be sure you don't miss it. Swerve out of the way so you don't crash into it.



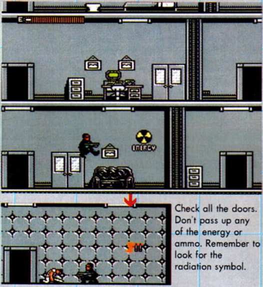
The sawed off shotgun sure comes in handy here. Shoot at the gates just right to make them open in time for you to go through.

STAGE 3 "HOW'S YOUR KNEE, DOCTOR?"

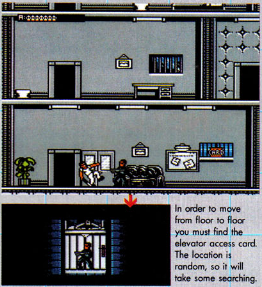
For three years John Connor's mother, Sarah, has been locked up in an institution. Like a modern day Cassandra, she is doomed to know the future but is unable to make anyone believe her. You must break her out.



The card is inside a room through one of the normal doors. Check them all.

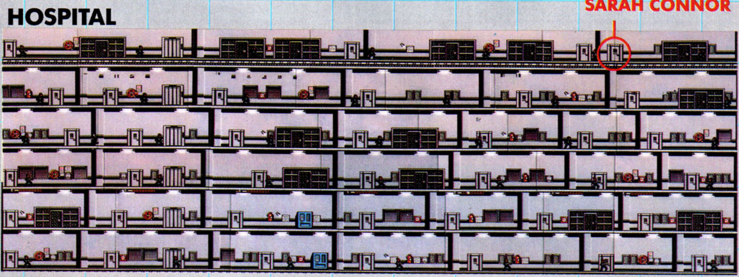


Check all the doors. Don't pass up any of the energy or ammo. Remember to look for the radiation symbol.



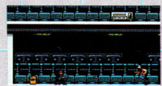
In order to move from floor to floor you must find the elevator access card. The location is random, so it will take some searching.

HOSPITAL

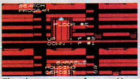


STAGE 4 SHUT IT DOWN

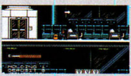
You will have your work cut out for you in the Cyberdyne Plant. You must collect the Terminator relics so that they can't be cloned. Then the plant must be destroyed so that another Terminator cannot be created.



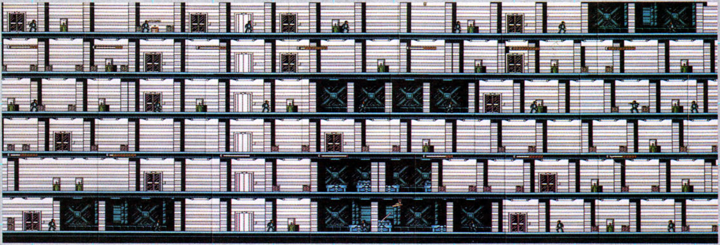
The barrels are heavily guarded. Watch your back.



The elevator is a safe spot. Use it when you need a breather. Collect all ten explosives.



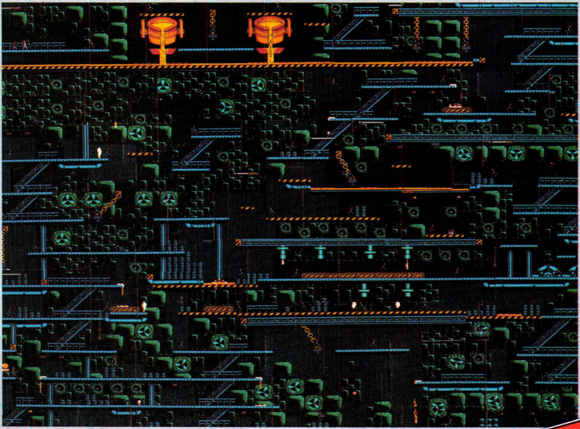
After you collect all ten explosives, the arrows will tell you where to place them.



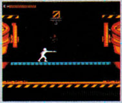
STAGE 5 STEEL FACTORY

There are lots of safety hazards in the steel factory, including steam jets, molten metal, and difficult jumps. On top of all that you have to defeat the T-1000 Terminator not once, but three times. You must beat him twice to gain access to the area where the final battle takes place.

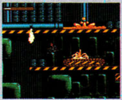
END



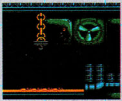
START



Jump and punch to push him in!

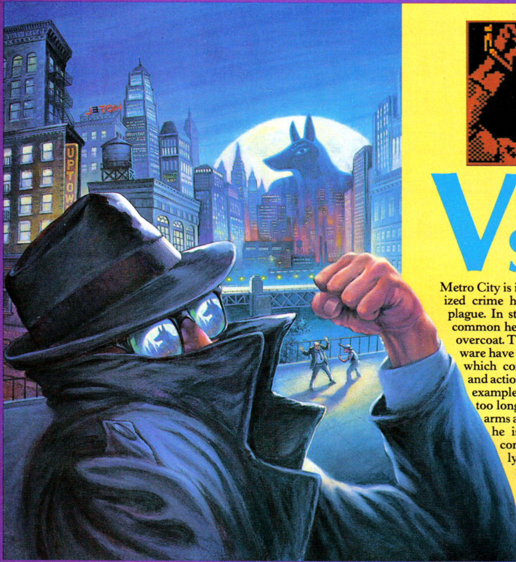


Watch out for the molten steel.



Miss a jump here and you're toast.

NIGHTSHADE™



VORTEX SLAIN!!

Metro City is in dire need of a new hero! Organized crime has descended on the city like a plague. In steps Nightshade. He's a most uncommon hero. Instead of a cape, he wears an overcoat. The people at Ultra and Beam Software have come up with an innovative game which combines elements of role-playing and action. The game has a real attitude. For example, if Nightshade is left standing for too long, he will scratch his head, fold his arms and just sit there looking at you as if he is impatiently waiting your next command. Humor is used extensively in the dialogue. Nightshade won't follow any specific route as he makes his way through the city streets, back alleys, sewers and various buildings of Metro City, but one thing is clear... Sutekh must be ousted!

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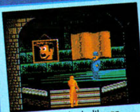
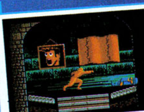
SPECIAL MOVES

Nightshade has several helpful commands which will help him negotiate his way through Metro City. Nightshade can EXAMINE, PICK UP, OPERATE and USE items he finds or has hidden away in his overcoat. He can JUMP, FIGHT and TALK to people he encounters along the way. SYSTEM allows you to turn the music and sound effects on or off.

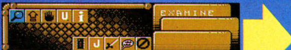


Hmmmm. This looks like an ordinary guy. What's he up to?

Our new hero, Nightshade, leaps into action. Put up your dukes!



Nightshade has triumphed over the short, pudgy English guy.



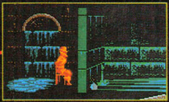
Press the Select Button to go to the Command screen.

There is an element of trial and error in this game. Certain commands will work only if the particular situation calls for them. For example, if there's no reason for Nightshade to jump, he won't be able to do it. EXAMINE all you want, but you may not find anything unusual.

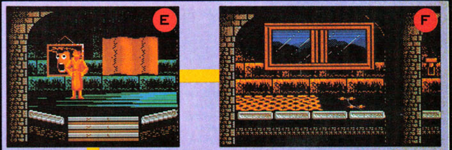
First Things First

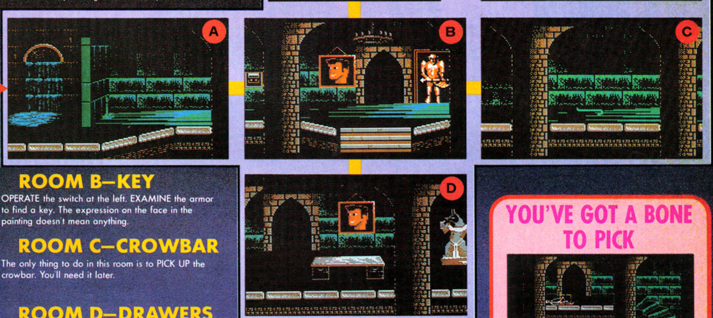
What a mess! Nightshade starts off the game in a less than favorable situation. Popularity is obviously not on Nightshade's side as he is tied to a chair in the dark, damp sewers. A single burning candle is the only light source. As if that wasn't enough, there's a bomb on the ground next to him and it's ready to explode! The life of a private eye can certainly have its ups and downs. As long as the ups outweigh the downs, you'll help Nightshade prevail.

ROOM A—BOMB



You will have to help Nightshade scoot to the other side of the wall before the bomb explodes. Nightshade can survive if exposed to the blast, but he won't sustain any damage if screened by the wall.





ROOM B—KEY

OPERATE the switch at the left. EXAMINE the armor to find a key. The expression on the face in the painting doesn't mean anything.

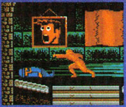
ROOM C—CROWBAR

The only thing to do in this room is to PICK UP the crowbar. You'll need it later.

ROOM D—DRAWERS

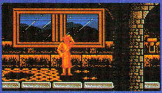
EXAMINE both of the drawers to find a flashlight and screwdriver. USE your key on the statue to uncover a rare Egyptian coin.

ROOM E—FIGHT!



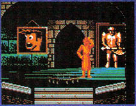
Nightshade can try to talk to him, but he will have to fight the short English guy to proceed. A good plan of attack is to leap over and then punch him repeatedly from behind. This is your first battle!

ROOM F—?



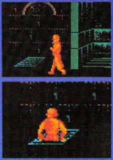
Stay as close to the stone wall as possible. If Nightshade crosses the rug in the middle, he will fall through a hole and lose Health. USE the screwdriver on the screws and then OPERATE the switch on the right.

ROOM B—OOPS!!



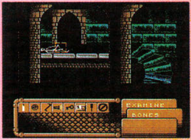
The chandelier fell to the floor because Nightshade took out the screws which held it to the ceiling. EXAMINE the lamp to find a note engraved on a piece of the wreckage. It's a clue!

ROOM A—EXIT

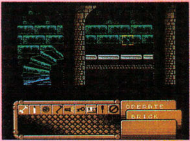


The water has stopped flowing because Nightshade flipped the switch in Room B. A grate has been exposed. USE the crowbar on the grate to open it. Doing this will allow Nightshade to exit this section of the sewers. It's a good thing he has his trusty flashlight with him because it's darker in the lower regions of the sewers.

YOU'VE GOT A BONE TO PICK



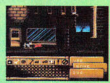
EXAMINE the skeleton lying near the door to get a bone.



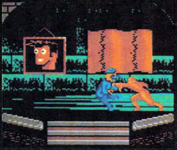
Don't miss the brick marked with an X. It's a secret entrance. Nightshade must go in here.

You Ain't Popular Yet!

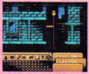
Nightshade, like any hero, must earn and hold the respect of the citizens he serves. He can find Vortex's hideout, but to gain entrance, his popularity rating must be filled up at least into the blue section of the gauge. To gain popularity with the people, Nightshade must accomplish several tasks. These tasks will range from defeating several menacing criminals to rescuing cats in distress. Quite a guy, that Nightshade.



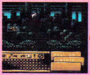
Here, boy! Give this dog a bone to make him stop chasing the cat.



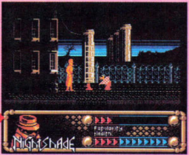
Gain precious popularity by defeating criminals who threaten others.



Take the ladder which you will find at C6 to rescue the kitten at A6. OPERATE the ladder to place it.



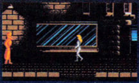
Make sure to use some catnip on the kitten to calm it down before you go to pick it up.



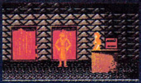
When you go to pick up the kitten, it will scamper down the ladder and sit down next to the old lady. She will be very appreciative of your kind act. You will be awarded an increase in popularity.

FIGHT FOR YOUR RIGHT

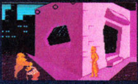
Saving Metro City citizens from various evil characters will benefit your popularity rating. The amount of popularity that Nightshade will gain will not always be the same. Always keep the gauge filled into the blue.



Defeat the Ninja by the dress shop. Watch the throwing stars!



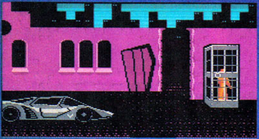
This Ninja isn't going to be shopping for a dress soon.



It looks like there's a crime in progress. Save Granny!

"I'VE GOT A HIDEOUT. NOW WHAT?"

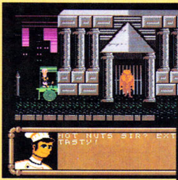
Continue to visit all of the areas and defeat any and all enemies which Nightshade may encounter. He will increase his popularity and establish himself as a hero with more and more citizens. If you are unfamiliar with a certain screen, it would be a wise decision to use the EXAMINE command to search for unusual objects. This will be crucial in progressing through the game. Obscure and blatantly obvious hints will be offered to you when you EXAMINE various things.



The entrance to Vortex's hideout.

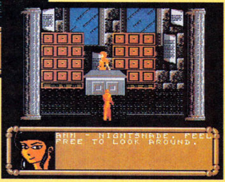
GET A CLUE

Nightshade is no different from any other role-playing game hero in the fact that it will always benefit him to talk to everyone he meets. Converse with cooks, vendors, bums and old ladies to uncover interesting and valuable information. However, you'll need to direct your inquires to more than just people—talk to the animals and some doors, too. They talk back!



HOT NUTS SIR? EXT
TASTY!

Pay off the vendor selling nuts three times. He'll grant you access to the back door of the club. His brother works in the kitchen.

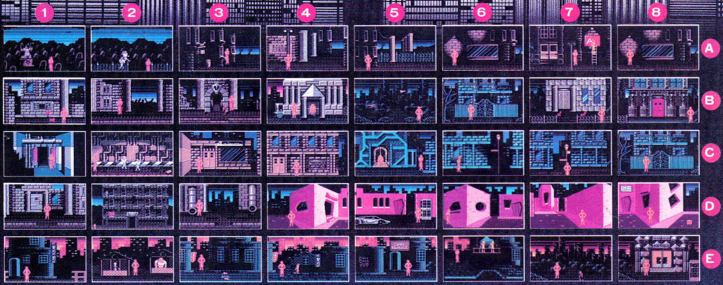


AHH - NIGHTSHADE. FEEL
FREE TO LOOK AROUND.

OPERATE each drawer in the Newspaper Archives to open them. Most will be empty, but some will contain newspapers with informative headlines.

KEY TO THE CITY

Use this "locator" map of the streets of Metro City to guide Nightshade on his dangerous quest to take out the evil Sutekh. The map is not a complete guide to all of the screens which Nightshade will encounter, but it will help you to get from point A to point B without getting lost. Some of the screens don't "flow" together, so it's fairly easy to get disoriented.



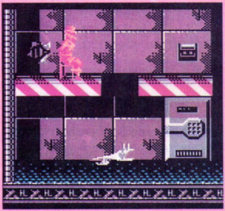
TIPS AND TARGETS

Some of the above screens will have more action or more thinking involved. Below are brief descriptions of what to expect on these screens. Keep in mind, these screens lead to other places as well.

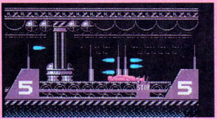
A1	USE all five Scarabs to gain access to Sutekh.
A2	Fight or avoid the two statues.
A3	You can't go in the tavern in the alleyway.
A4	OPERATE the X to get a First Aid kit.
A5	Rescue the cat. You need a ladder and catnip.
A6	USE a bone to stop the dog from chasing the cat.
A7	Entrance to the clothing store.
A8	Fight the Ninja at the back of the store.
B1	Get the Egyptology book then TALK to the cats.
B2	Fight or avoid the big, bad, mad rat!
B3	Converse with the old man at various times.
B4	USE money 3 times on vendor. Get to kitchen.
B5	PICK UP the catnip from the bushes.
B6	One squirrel marks the Museum entrance.
B7	USE Food on squirrel. Get Amulet. Enter Library.
B8	Enter the door and avoid the bomb.
C1	USE gum on the pipe to stop the acid drip.
C2	Fight the statues. PICK UP the piece of paper.
C3	OPERATE brick left of door to get Force Gloves.
C4	Get gum from machine. Enter Archives if popular.
C5	Stand to the right of the elevator and JUMP.
C6	PICK UP the ladder. You'll need it.
C7	Get a clue from the sign. OPERATE the ladder.
C8	Enter the house through the gate.
D1	TALK to the door. Popularity must be very high.
D2	Rescue the girl by climbing the ladders.
D3	USE Food on a pipe. OPERATE the marked brick.
D4	Defeat the man to gain popularity.
D5	OPERATE the booth and then OPERATE the phone.
D6	Nothing of interest here.
D7	Not too much here, either!
D8	Fine China shop entry. Ignore a red herring.
E1	This is the entrance to the Sushi Bar.
E2	Fight or avoid the Ninja.
E3	OPERATE the manhole to get down to the sewers.
E4	Buy a newspaper if you want to.
E5	Gain popularity and cash by defeating the Ninja.
E6	Jump carefully over the large pit.
E7	USE money on the bum and gain some popularity.
E8	The entrance to the Gallery.

GET CAUGHT? DO WHAT ANY SUPER HERO WOULD DO . . . ESCAPE!

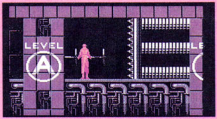
When Nightshade's Health level bottoms out, he will be in danger of the game being over. There are a total of five "impending doom" scenes which act as Continues. You can get out of four, but the fifth is the end.



Back up to the torn metal, OPERATE the metal to cut the rope, JUMP the gap, OPERATE the switch and exit the room.



OPERATE the left switch when Nightshade's feet are between the levers.



PICK UP two of the pipes and USE one on the other to escape the spiked wall.

M.C KIDS™

Ronald McDonald and his pals are on their way to the NES in M.C. Kids from Virgin Games, an adventure which is similar in style and play to Super Mario Bros. 3. Hamburglar has stolen Ronald's Bag of Magic and it's up to the terrific team of Mick and Mack to track him down in the seven stages of McDonaldland.

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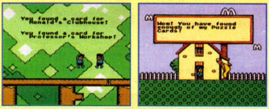
COLLECT M CARDS

Puzzle Cards are hidden in every section of McDonaldland. When you return a certain number of them to their rightful owners, you'll be able to move on to the next stage. If you collect every Card in a given stage, you'll earn special bonuses.



You found a card for Ronald's Clubhouse!

You found a card for Professor's Workshop!

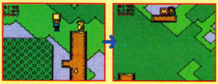
Wow! You have found enough of my Puzzle Cards!

Collect Puzzle Cards and take them to the McDonaldland character that oversees the stage.

VISIT THREE TYPES OF ACTION SCENES

STANDARD STAGES

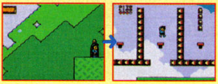
Run, jump and search for Puzzle Cards in the many areas of McDonaldland. Ronald McDonald is counting on you to find his Bag of Magic.



Search high and low for McDonaldland Puzzle Cards and take 'em back to a McDonaldland character.

SECRET PLACES

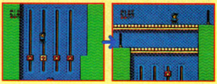
By unzipping Zippers, you can slip into Secret Places and clean up on special items. Stand in front of the Zippers and press the B Button.



Zippers act as the opening to item-packed Secret Places. Stand in front of them and press the B Button.

BONUS GAMES

When your Golden Arch total exceeds 100 and you finish the current course, you'll be sent to a Bonus Level to earn as many as five 1-Ups.



Work your way up to the top of the Bonus Level, then unzip an area filled with 1-Ups.

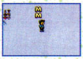
RONALD NEEDS HELP!

The two-player alternating action starts at Ronald McDonald's Clubhouse stage. Ronald will tell you of his Bag of Magic woes and ask you to retrieve at least four Puzzle Cards from this six-section stage. Your first stop is the Garden, where you can get acquainted with McDonaldland obstacles.

Ronald's Clubhouse–1

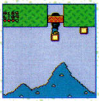
DUAL SPRINGBOARDS

By bouncing on both Springboards you'll be able to collect all of the Golden Arches. Spin upside-down to reach the top Springboard.



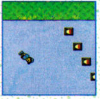
THE BIG BOARD

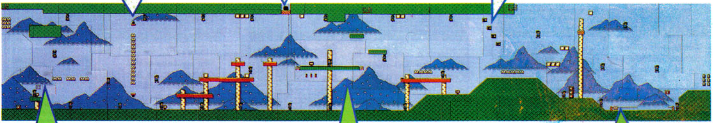
You'll get a big spring out of the Super Springboard if you carry a Block while you bound. The extra weight will add to the bounce of the board.



FLIP, FLOP AND FLY

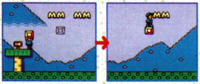
If you hit any of the four Reversers in the air near the end of the course, you'll be thrown back to the beginning of the area, end over end.





SPACE FILLER

Throw a Block into the moving dotted-square pattern to make amoving platform.

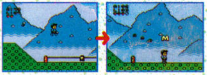


PUZZLE CARD

Press and hold the B Button and run over a Spinner. When you flip over to the other side, you'll be in prime position to grab the Puzzle Card. Then, if you're feeling adventurous, you can explore the rest of the area upside-down.

CROSS THE ENDING LINE

There are Golden Arches that slide back and forth on the Ending Line. If you hit the Arches, you'll earn more Arches, the number of which depends on how far to the right the Arches are when you touch them. If they're all of the way to the right, you can qlso earn a special Magic Brick which will come in handy much later.



SPECIAL ITEMS

Before you explore McDonaldland you should know about some of the most important things you'll find there. These items can help you make your way through the many levels of the land and collect all of the Puzzle Cards.

GOLDEN ARCHES

The Golden Arches can be found all over McDonaldland. Collect 100 of these spinning symbols and, when you leave the current stage, you'll be sent to a Bonus Game where you can earn as many as five 1-Ups.

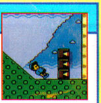
1-UPS

Pick up the 1-Ups hidden throughout McDonaldland and you'll have more chances to explore the land and find Ronald's Bag of Magic. Collecting 1-Ups is your key to success in advanced stages.

MICK MACK'ER

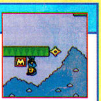
This unique item can switch your character from Mick to Mack or Mack to Mick. Just touch it and your character will transform into his partner. You'll find one in every Bonus Game.

REVERSER



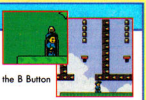
Reversers feature flashing arrows that point to the left. If you touch one, you'll be sent sailing to the left, all of the way to the starting point of the area. They do come in handy in a few rare circumstances.

SPINNER



Spinners are at either end of some platforms. Run over them while running at super speed and you'll flip over to the other side. This reversal of gravity will allow you to easily explore the levels' upper reaches.

ZIPPER

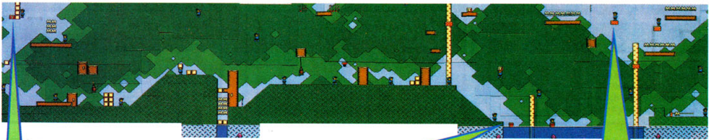


You can enter Secret Places by walking through these odd openings. Place your character in front of a Zipper, then press the B Button to unzip the Zipper and enter the area.

PRACTICE MAKES PERFECT

Gopher Grove, the second section of Ronald's Clubhouse stage, is a great place to practice your running and jumping skills. Climb up to the top, then leap from platform to platform to the area over the Ending Line. You'll find a Zipper which leads to Secret Place that contains plenty of Golden Arches.

Ronald's Clubhouse–2



ONE FOR THE ROAD

Jump to the left from the high platform and take away Blocks in the air to clear the way to a 1-Up.

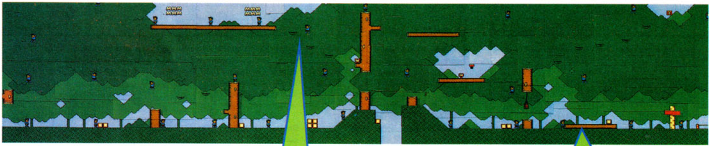
FLOAT TO SAFETY

There's a nasty Gnash in the water. Sail over this fighting fish on a Floating Block.

FLY TO THE SKY

There's a Zipper high in the sky. Leap on the platforms to the Zipper in the upper right area and press the B Button to enter a Secret Area.

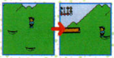
Ronald's Clubhouse–3



You'll find a dozen Golden Arches, a 1-Up and a Puzzle Card in this basic section. It's called "Lazy Leaves" because of the floating leaf-like platforms in the area. Use them to get to the top.

LEAF LEAP

Leaf Platforms float slowly back and forth. Carefully jump from one to the next.

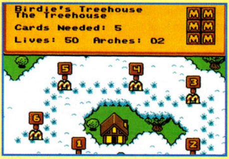


ENEMIES RETURN

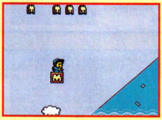
Watch out! If you knock enemies out, leave the general area and return, the enemies will reappear.

BIRDIE'S TREEHOUSE

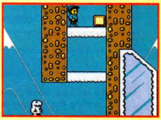
Once you've returned to Ronald's Clubhouse with at least four Puzzle Cards, Ronald will show you the way to Birdie's Treehouse in the clouds. This lofty level contains six challenging sections, each with a Puzzle Card. Explore the clouds and mountain tops and return to Birdie's Treehouse with at least five Puzzle Cards. When you reach that Card total, Birdie will show you the way to Grimace's Highland so that you can continue your search for Ronald's Bag of Magic.



Birdie's Treehouse
The Treehouse
Cards Needed: 5
Lives: 50 Arches: 02



You'll spend a lot of time in the clouds while exploring Birdie's Treehouse level. Watch your step.



The ice is very thin in some areas. If you pick up a heavy Block, you could fall through.

The Puzzle Card in one of the sections is directly above the Ending Line. Collect it and drop.

Sometimes you won't be able to see where you're going in the clouds watch out for holes.

SEARCH EVERYWHERE

Once you've been through a few sections of Ronald's Clubhouse stage, you'll be ready for more challenges. There are quite a few useful items in the Mountain View section, including a record breaking eight 1-Ups. Reach the 1-Ups by climbing and leaping over the top of the screen to the right edge of the area.

Ronald's Clubhouse–4

PLATFORM PLUMMET

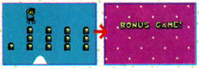
These Platforms sink when you step on them. If they drop too low before you have a chance to leap to the top, leave the immediate area and return. The Platforms will reset to their original position.

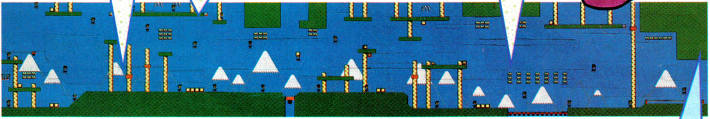
FLIP AND COLLECT

A lot of the Golden Arches in this section are near the top. You can collect them by flipping over the Spinner and jumping upside-down.

BONUS BOUNCE

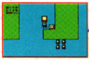
Collect enough Arches by bouncing on Springboards and you'll end up in a Bonus Game after you cross the Ending Line.

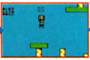


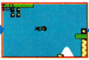


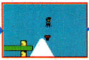
OVER-THE-TOP PLAY NETS A TON OF 1-UPS

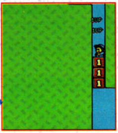
You can get to the eight 1-Ups in the upper-right area by starting in the upper-left area and jumping onto platforms above the top of the screen. Although you won't see your character, you'll know where he is by keeping an eye on the center of the screen.

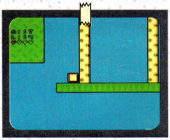

Jump onto the Big Springboard and take the Special Block.


Use the Special Block to fill the moving dotted lines.

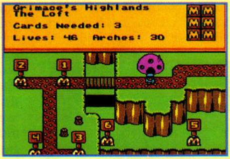

Hit the Reverser and fly to a high perch near the beginning.


Jump up to the top of the section and leap out of view.

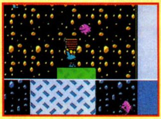

When you get to the upper-right area, you'll earn eight 1-Ups.

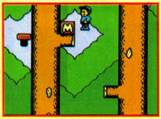

By putting a piece of tape on the top, center part of your TV screen, you can easily track your character's movement.

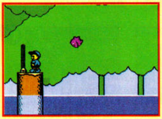
GRIMACE'S HIGHLANDS

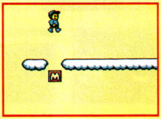

Grimace's Highlands
The Loft
Cards Needed: 3
Lives: 46 Arches: 30

The land of Grimace is made up of six areas that are broken into two sections. After you've returned to your big purple pal with at least three Puzzle Cards from the first four areas, he'll make paths that lead to the last two areas. Collect two more Puzzle Cards in those challenging areas and Grimace will take you to the Professor's Workshop. You're closing in on Hamburglar Mick and Mack! There's only three more levels to go. Collect 1-Ups whenever possible and keep going!


A Floating Platform will be very useful when you're exploring a watery section of Grimace's Highlands.

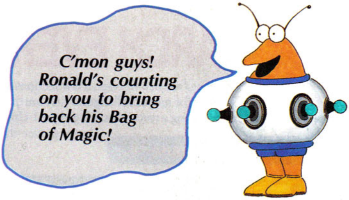

Puzzle Cards can be anywhere, even in the very high branches of the trees. Explore every section carefully.


When you see a Zipper, make sure to open it and explore the area on the other side.

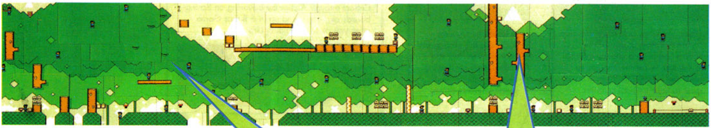

Small Clouds act as moving platforms. Ride them to the upper reaches.

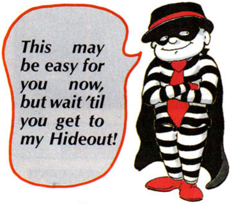
TAKE YOUR TIME

There's no time limit in this game. Take it easy and try not to make any silly mistakes. The Hidden Glen houses quite a few mean creatures. Watch for them and hit them with Blocks if they get too close.


C'mon guys! Ronald's counting on you to bring back his Bag of Magic!

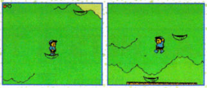
Ronald's Clubhouse–5




This may be easy for you now, but wait 'til you get to my Hideout!

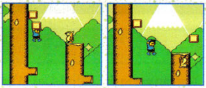
LIFT WITH LEAVES

Leaf Platforms drop endlessly in this area. Jump from one to the next and make your way up to the log in the air. Then run to the right and collect a dozen Golden Arches.



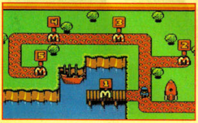
GO FOR GOFORIT

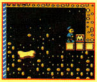
A Goforit walks back and forth on top of the big tree to the right. Take a Block with you and knock off this kooky creature before you jump to the tree.



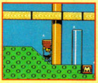
PROFESSOR'S WORKSHOP

If you collected a Puzzle Card for the Professor's Workshop in Ronald's Clubhouse level, you'll only have to find three more Cards in the five Workshop sections before you can blast off to Cosmc's Retreat on the Moon. These sections feature a wide variety of terrains. You'll visit a land of sand, an overgrown forest and a huge ship before your time in the Professor's Workshop is over. You might learn a few tricks from this great inventor. Ask him for advice.

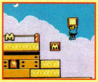




You'll go way underground in search of a Puzzle Card in one of the Workhouse sections.



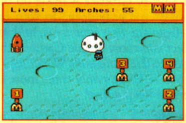
When you come across a Floating Platform, carry it around with you. You may need it.

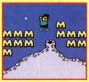


The battle on the boat is big one. Bring a Block with you. It could come in handy.

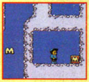
COSMC'S RETREAT

Cosmc has built a base on the surface of the Moon. You'll have to collect all four of the Puzzle Cards available in order to get off this rock. While you're exploring Moon tunnels and caves be aware that the gravity on the Moon is entirely different from the gravity on Earth. When you jump here, you'll fly so high into the air that you may miss your mark. Don't let this added athletic ability throw you off.

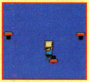




You can jump off a special Moon Rock in one section and earn some keen items.



You can get into an enclosed chamber by flying through a hole in the wall.

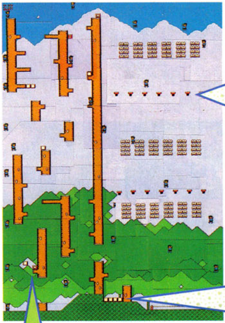


Springboards send you flying in lunar gravity. Avoid them if you're going down.

TWO CARDS, ONE LEVEL

You'll find two Puzzle Cards in this section. One of them goes to Ronald's Clubhouse and the other belongs to the Professor's Workshop.

Ronald's Clubhouse–6

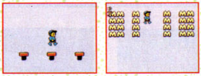


CARD COLLECTION

Climb up and around to get Ronald's Puzzle Card.

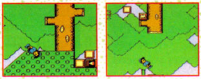
BONUS BOUNCE

There are 144 Golden Arches in this area. If you collect enough of them so that your total is at least 100, you'll enter a Bonus Game after you complete the area.



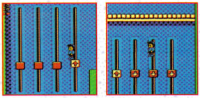
BOGUS BLOCKS

The four Blocks at the bottom of the section hide Reversers. If you try to take the Blocks, you'll reveal the Reversers and be thrown back to the starting point of the area.

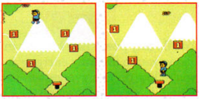


BONANZA

Arrows flash on the four Blocks in the Bonus Game. If you jump to the Up Arrow, you'll climb. If you don't, you'll sink.



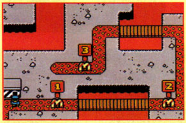
If you hit all of the Up Arrow Blocks, you'll climb smoothly and evenly to the top and put yourself in the position to earn 1-Ups.

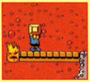


Once you climb to the top, you'll enter an area with five 1-Ups. Collect them in the right order and you'll get 'em all.

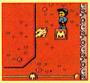
HAMBURGLAR'S HIDEOUT

Hamburglar's Hideout is a world of fire and ash. There are many dangerous areas and many hard to reach spots in the volcano. If you're low on lives, you should return to Ronald's Clubhouse and stock up on 1-Ups in the Mountain View section. Then return to the Hideout and keep fighting. At the end, you'll get the Bag of Magic and save McDonaldland.

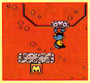




The Fire Bridge will start burning as soon as you set foot on it. Get moving!



Ash falls from the Volcano. Avoid contact with this molten material.

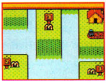


You'll have to show off some pretty tricky moves to survive in the Special World.

SPECIAL WORLD

If you've collected every card by the end of the game, you'll be sent to a special world that has many surprises.

We've made it to the last chapter buddy. Let's get out there and stop Hamburglar from taking over McDonaldland!



CLASSIFIED INFORMATION

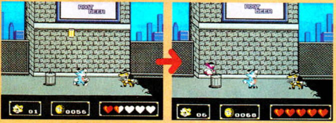
NINTENDO TOP SECRET POWER

Rockin' Kats

■ FROM AGENT #992

Instant Energy

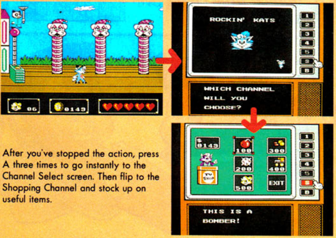
You'll easily power past Mugsy's minions with a code which allows you to instantly energize at any point in the game. If you're low on energy, press the Start Button to pause the action. Then press Down on the Control Pad along with the A, B and Start Buttons, all at the same time. Your empty energy Hearts will fill up. Use this code whenever you need a boost.



Pause the game, then press Down, A, B and Start for an energy refill.

Stop and Shop

A different Rockin' Kats code allows you to stop the action and change the channel whenever you want. Press the Start Button to pause the game, then press the A Button three times. You'll warp back to the Channel Select screen. This will give you a chance to select the Shopping Channel and purchase items that you may need for your next episode.



WHICH CHANNEL WILL YOU CHOOSE?

THIS IS A BOMBER!

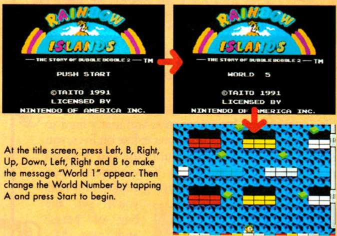
After you've stopped the action, press A three times to go instantly to the Channel Select screen. Then flip to the Shopping Channel and stock up on useful items.

RAINBOW ISLANDS

■ FROM AGENT #644

Stage Select

Skip to any of the seven Rainbow Island worlds with a quick code. When the title screen appears and the message "PRESS START" is flashing, press the directions on the Control Pad and the B Button in the following order: Left, B, Right, Up, Down, Left, Right, B. The message "WORLD 1" will appear. Press the A Button to change the World Number, then press the Start Button to begin in the desired World. You can use this code to practice in any section of the game, but you'll have to start from the beginning if you want to reach the end.



— THE STORY OF BUBBLE BOBBLE 2 — TM

PUSH START

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— THE STORY OF BUBBLE BOBBLE 2 — TM

WORLD 5

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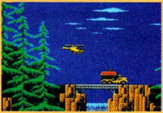
At the title screen, press Left, B, Right, Up, Down, Left, Right and B to make the message "World 1" appear. Then change the World Number by tapping A and press Start to begin.

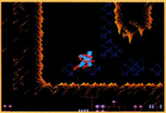
CAPTAIN PLANET

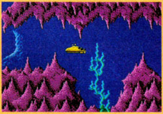
■ FROM AGENT #963

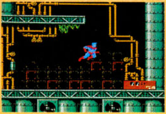
Planeteer Passwords

Since one shot sends you tumbling in this challenging battle against ecological evil-doers, it's quite possible that you could play for hours and never advance past the first level. Our agents thought that it would only be fair then, to reveal passwords which will allow you to try a few different stages and pilot Captain Planet's assorted vehicles. In order to begin in Level 2-1, enter 955783 as your password. You'll hop into the Eco-Copter and attempt to stop Dr. Blight from polluting Yellowstone Park. Enter 637511 as your password and you'll go to Level 2-2, where the search for Dr. Blight continues in a secret lab. Level 3-1 takes place under water. Enter 148574 to take charge of the Eco-Sub and hunt down Hoggish Greedly. You can go straight to Level 3-2 and fight Hoggish in an illegal fish cannery by entering 763754 as your password. Of course, for the ultimate challenge, you should conquer all of the levels of the game in order, but these passwords will give you a peek into what sorts of challenges await you.


The password 955783 takes you to Eco-Copter Level 2-1.


Go into battle with Dr. Blight in Level 2-2 by entering 637511.


You'll begin in Eco-Sub Level 3-1 by entering 148574.

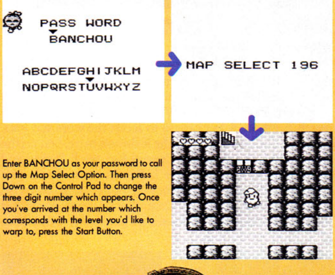

Use 763754 as your password to go after Hoggish Greedly in Level 3-2.

SPUD'S ADVENTURE

From Agent #454

Map Select

Our agents have discovered a way to start your journey in any level of this puzzler. Just enter the nonsense word BANCHOU as your password. The message "Map Select 000" will appear. Press Down on the Control Pad to change the Map Select number, then press the Start Button to begin in the desired area.



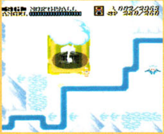
Enter BANCHOU as your password to call up the Map Select Option. Then press Down on the Control Pad to change the three digit number which appears. Once you've arrived at the number which corresponds with the level you'd like to warp to, press the Start Button.

ActRaiser

From Agent #420

1-Up Bolt

The final battle in Northwall will take all of the monster-fighting power that you can muster. Before you go into battle, you can pick up an extra 1-Up in the village by demonstrating your control over the elements. Hit the building in the center of the village with a bolt of lightning. The villagers will discover an offering in the building which will turn out to be a 1-Up and an additional chance to fight the villains of Northwall.



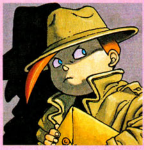
Zap the Northwall town center with lightning for a 1-Up.

Wanted: Special Agents

A popular activity among Nintendo game experts is discovering tips and strategies. If you'd like to share your own special tips with us, send them in! Choose your own Agent Number (3 digits) and be sure to include it with your tips.

Our address is:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-97333



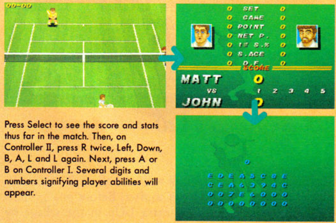
CLASSIFIED INFORMATION

SUPER TENNIS

■ FROM AGENT #015

Super Player

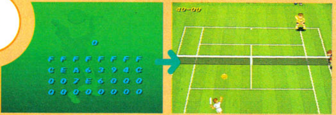
Our agents have discovered how you can give your opponents a run for the money in this realistic tennis exercise with a two-controller code. While you're in the middle of a match, press the Select Button to access the score and stats. Then, on Controller II, press the R Button twice, Left on the Control Pad, Down on the Control Pad, the B Button and the A Button, then press the L Button twice. You'll hear applause, indicating that the code has been entered correctly. Press the A or B Button on Controller I. Several letters and numbers will appear on the screen. They signify the abilities of a player in the match.



Press Select to see the score and stats thus far in the match. Then, on Controller II, press R twice, Left, Down, B, A, L and L again. Next, press A or B on Controller I. Several digits and numbers signifying player abilities will appear.

If the number at the top of the screen is a 0, the digits relate to the abilities of Player One. If it is a 1, you're looking at the abilities of the player on the other side of the net (Player Two in a competitive match). If the number is a 2, these are the abilities of Player One's partner (Player Two in a cooperative doubles match) and if the number is 3, the digits signify the abilities of the second player on the other side of the net (Player Two's partner in a competitive doubles match). You can change the number at the top of the screen by pressing the A Button.

The letters and numbers which signify the abilities of a player are arranged in four rows of eight digits which range from 0 to 9 then A to F, 0 being the lowest and F being the highest. The numbers and letters on the top row relate to the player's strength and speed. Digits on the second and third rows relate to the player's intelligence (only if the player is computer-controlled). Our agents have not discovered any significance for the digits on the fourth row. If you'd like to change any of the digits, single them out with the Control Pad and tap the X Button. Then press the Select Button to return to the game.



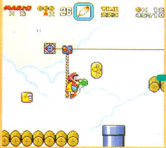
The first set of digits that you'll see signifies the abilities of your own player. Press the X Button to change the digits. When all the digits on the first row are Fs, your player will be in top form.

SUPER MARIO WORLD™

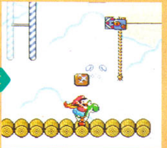
■ FROM AGENT #958

The Big Payoff

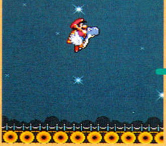
Dragon Coins can be very valuable when they add up to 1-Ups. You'll earn a 1-Up by collecting five Dragon Coins in a single course. If there are more than five Dragon Coins to be found, you'll earn another 1-Up for each additional Coin. The Cheese Bridge Area has potentially more than five Dragon Coins. If you pass up at least one of the five Dragon Coins in the main course area, you'll find additional Dragon Coins after you fly into a new area with Yoshi's Wings. Once your Dragon Coin total is five for the course, every additional Dragon Coin will net you a 1-Up. If you collect all of the Dragon Coins in the main area, though, this new area won't contain additional Dragon Coins.



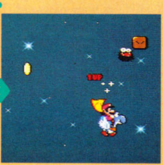
Pass up one Dragon Coin in the Cheese Bridge Area, then collect the others.



Pop a Block to uncover Yoshi's Wings toward the end of the course.



Grab Yoshi's Wings and fly with him to an enemy-free area.



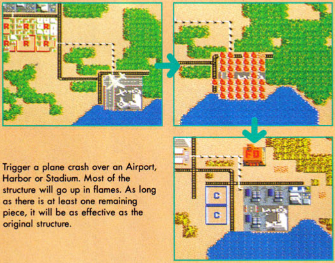
Collect the Dragon Coins in this new area and cash in on 1-Ups.

SimCity

■ FROM AGENT #414

Down Sizing

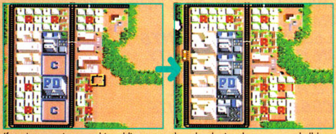
Airports, Harbors and Stadiums can take a lot of room, but they are essential parts of a growing city. There is a way to decrease the size of these public facilities, though, without decreasing their effectiveness. When you see an airplane flying over an Airport, Harbor or Stadium, quickly select the disaster icon and choose an airplane crash. The plane will go down on the targeted building and the ensuing fire will burn most of it to ashes. As long as one small section of the building remains in tact, the facility will continue to be as effective as it was in its original form.



Trigger a plane crash over an Airport, Harbor or Stadium. Most of the structure will go up in flames. As long as there is at least one remaining piece, it will be as effective as the original structure.

Zone Stacking

When most residential zones begin to develop, the buildings first show up as sets of small modules. If you're tight for space, you can bulldoze these modules individually, leaving space available for more zoning. While this method does use the space effectively, it also ensures that the module housing will never develop into something more substantial.



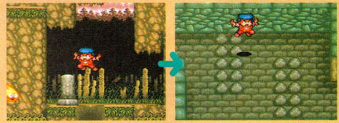
If you're more interested in adding zones than developing them, you can bulldoze individual modules in low level residential zones to make way for more zones.

The Legend of the Mystical Ninja

■ FROM AGENT #135

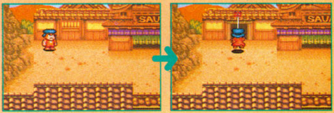
Hidden Rooms

In searching the Warlock Zones of this epic adventure, our agents have discovered four item-packed secret areas. You can open the entrances to these hidden rooms by hitting certain obstacles with your weapon. In Warlock Zone I, there's a stone marker directly below the big bell. Hit the marker and it will move to reveal a hole. When you dive into the hole, you'll land in a room full of rocks and special items. If you're equipped with at least three pairs of Straw Sandals, you'll be able to jump over the rocks and collect the items.



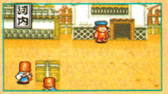
Once you've hit the stone marker under the bell in Warlock Zone I, you'll discover the entrance to an item-filled area.

In Warlock Zone II, you'll find a locked door just to the east of the sauna. If you break it open with your weapon and walk in, you'll discover another item hideaway.

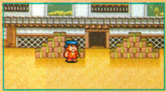


East of the sauna in Warlock Zone II, there's a locked door which you can hit to reveal the entrance to a secret area.

There are secret areas in Warlock Zones IV and VI which you can discover by hitting certain walls in the villages. The hidden entrance in Warlock Zone IV is on the side of a house and the hidden entrance in Warlock Zone VI is between two stacks of boxes. See the photos below for exact locations.

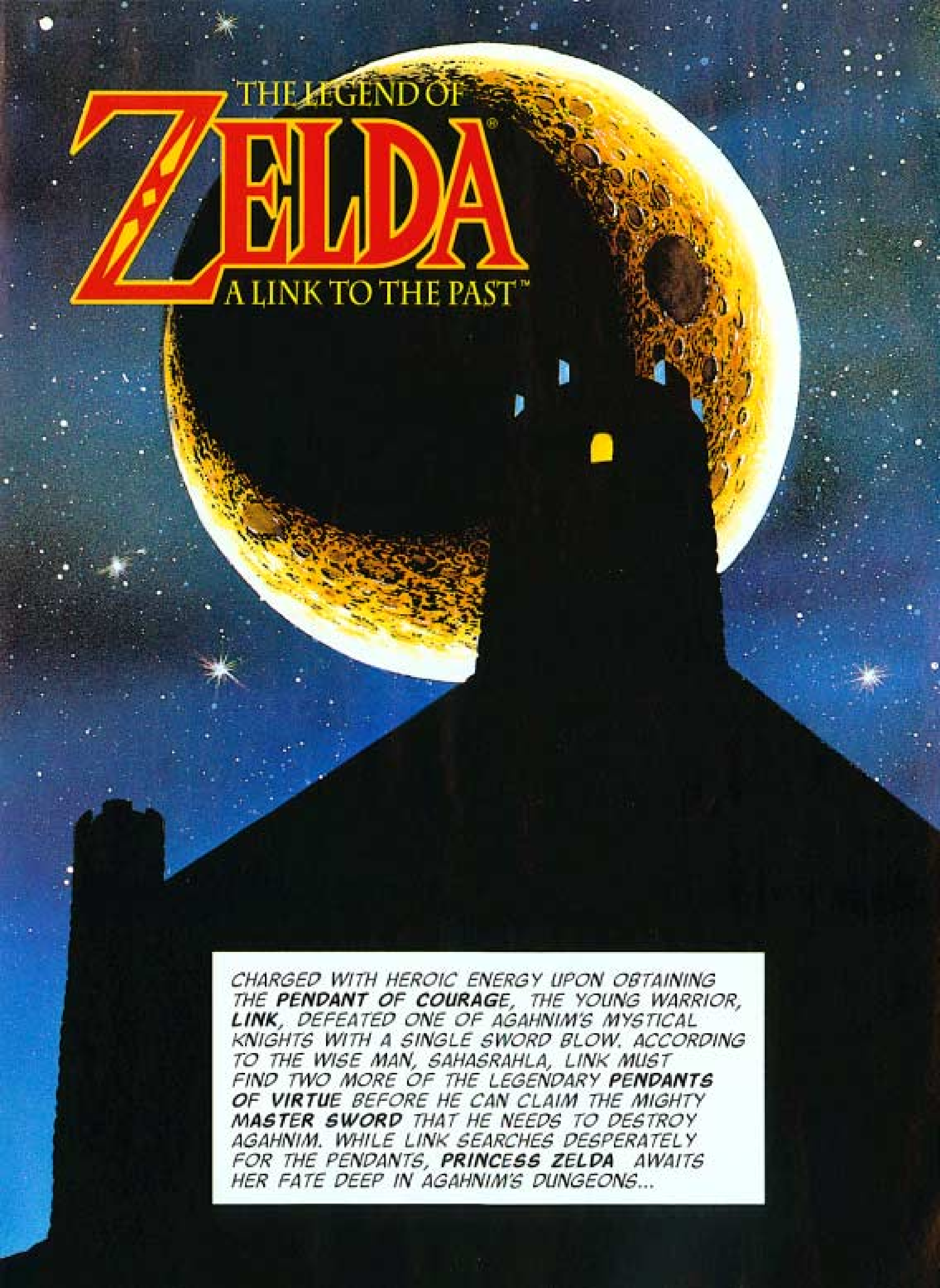


Hit this house in Warlock Zone IV to make the entrance to a secret area appear.



Find two stacks of boxes in Warlock Zone VI and hit the wall between them.

THE LEGEND OF ZELDA®
A LINK TO THE PAST™

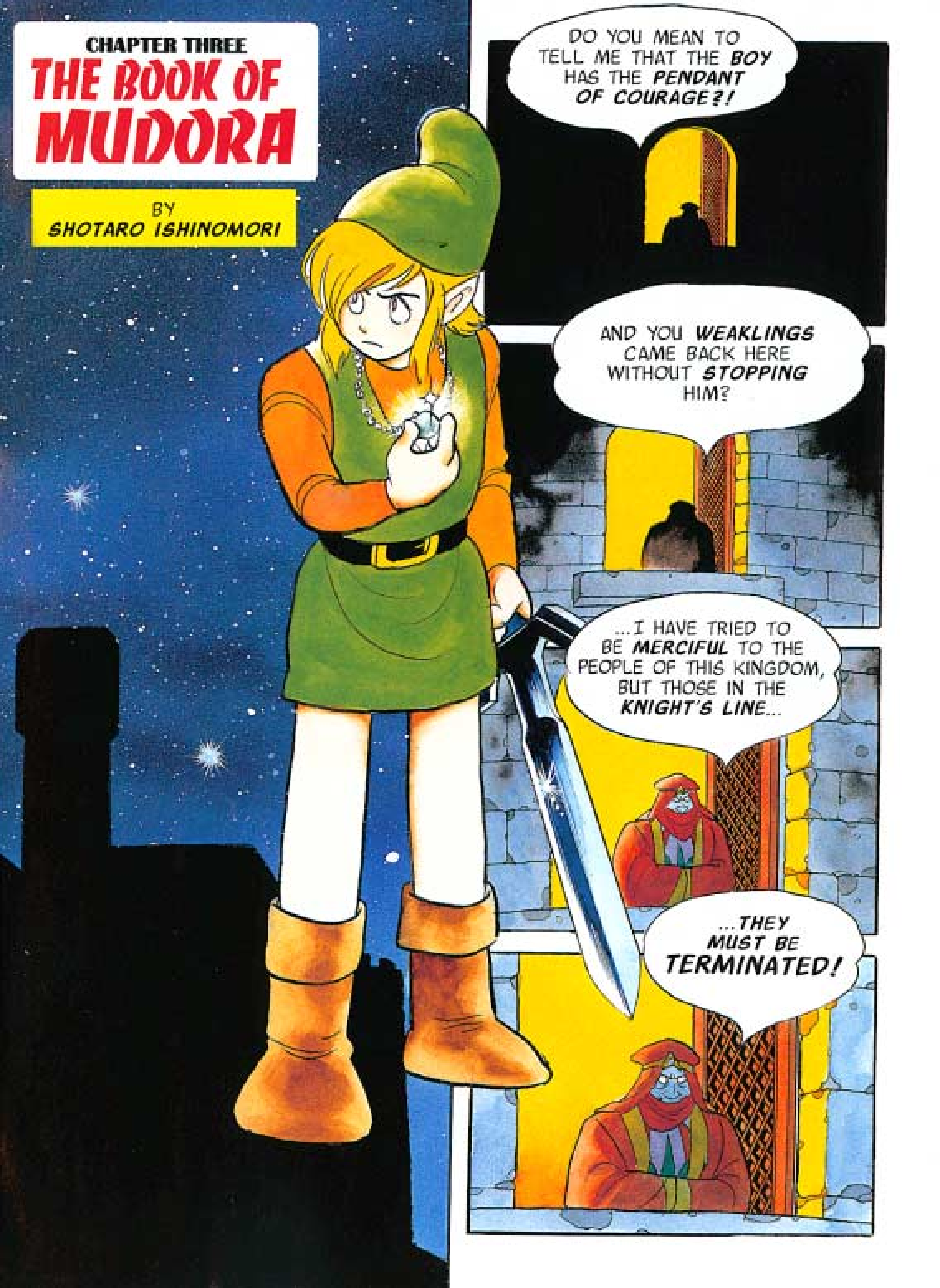


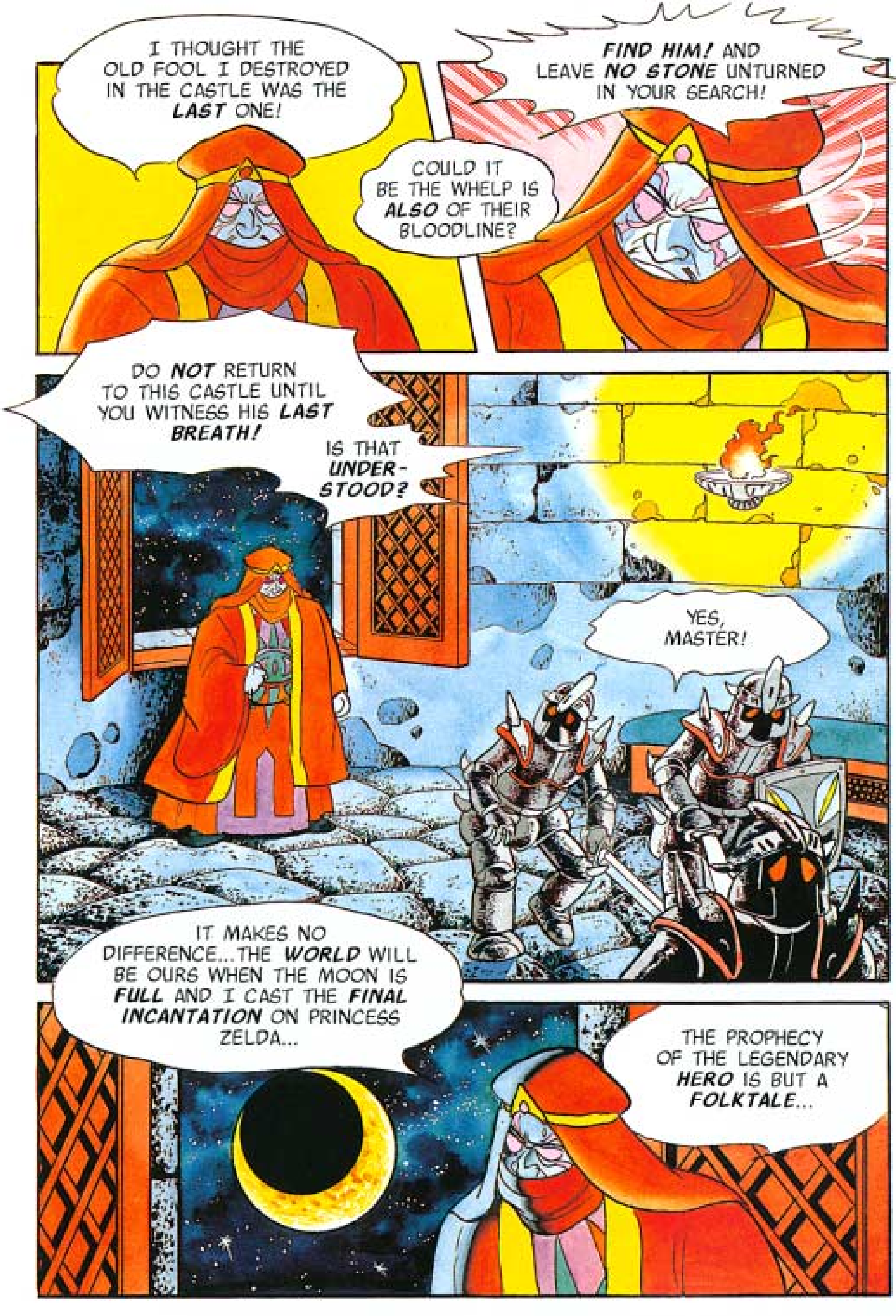
CHARGED WITH HEROIC ENERGY UPON OBTAINING THE ***PENDANT OF COURAGE****, THE YOUNG WARRIOR,* ***LINK****, DEFEATED ONE OF AGAHNIM'S MYSTICAL KNIGHTS WITH A SINGLE SWORD BLOW. ACCORDING TO THE WISE MAN, SAHASRAHLA, LINK MUST FIND TWO MORE OF THE LEGENDARY* ***PENDANTS OF VIRTUE*** *BEFORE HE CAN CLAIM THE MIGHTY* ***MASTER SWORD*** *THAT HE NEEDS TO DESTROY AGAHNIM. WHILE LINK SEARCHES DESPERATELY FOR THE PENDANTS,* ***PRINCESS ZELDA*** *AWAITS HER FATE DEEP IN AGAHNIM'S DUNGEONS...*

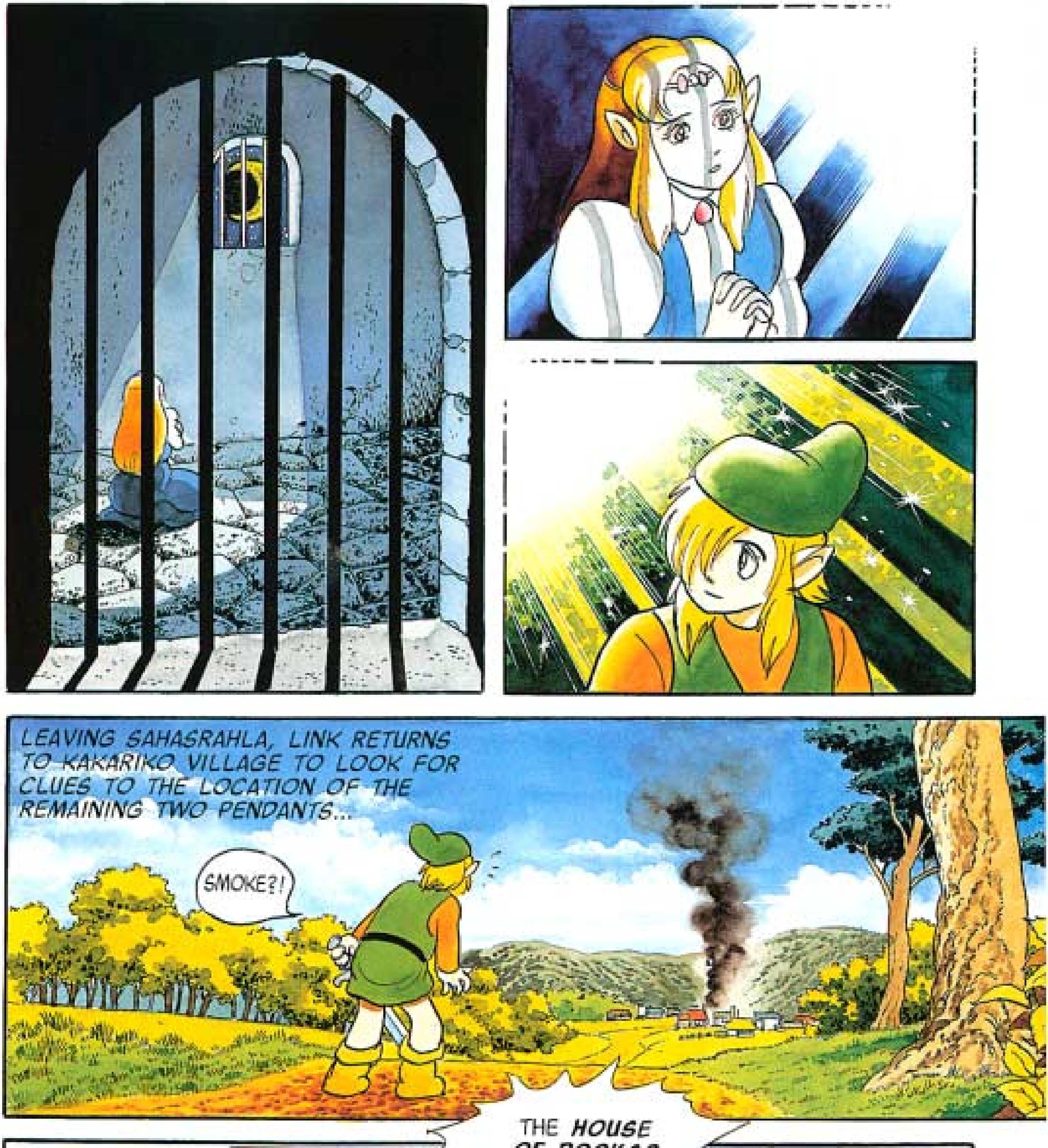
CHAPTER THREE

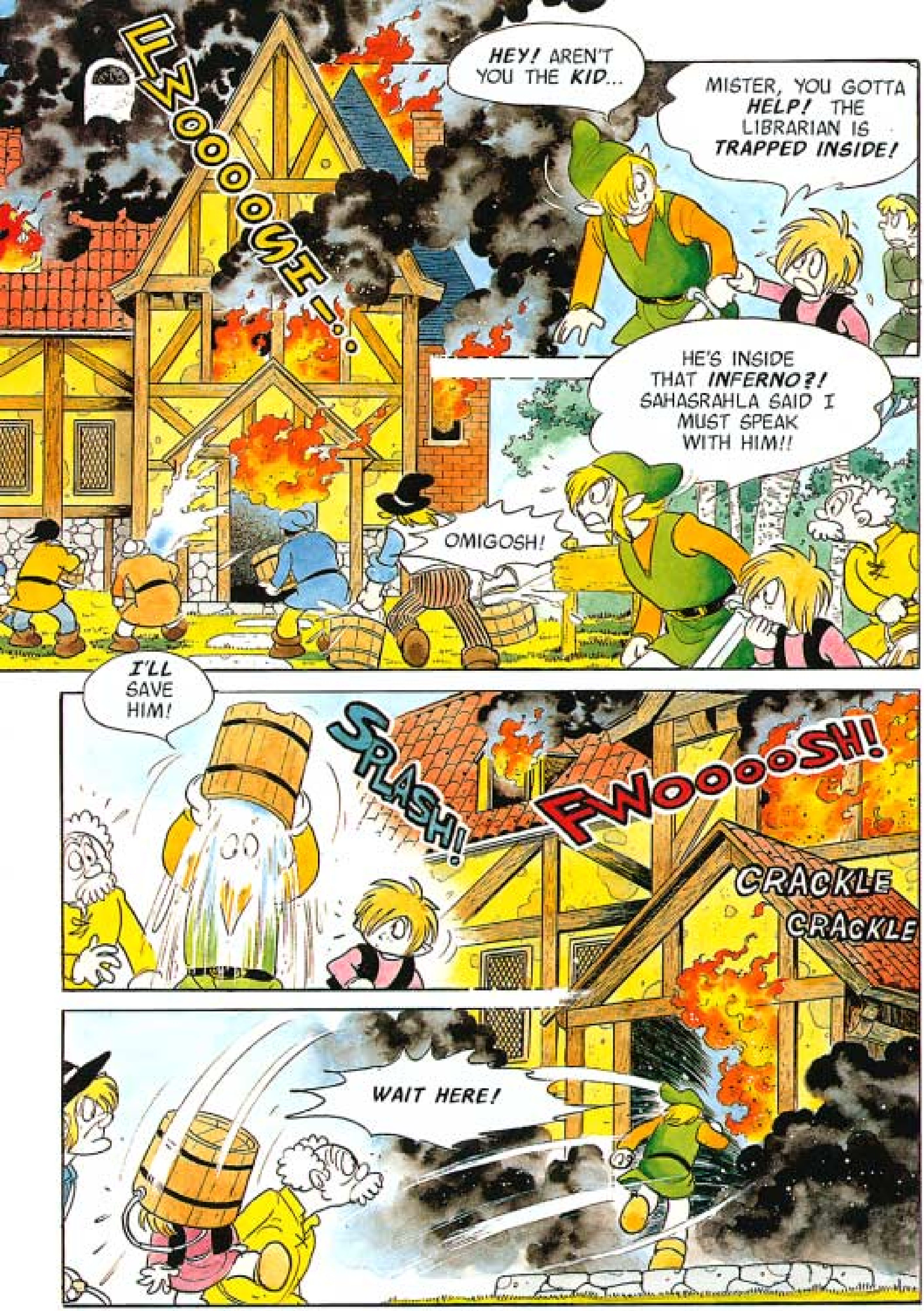
THE BOOK OF MUDORA

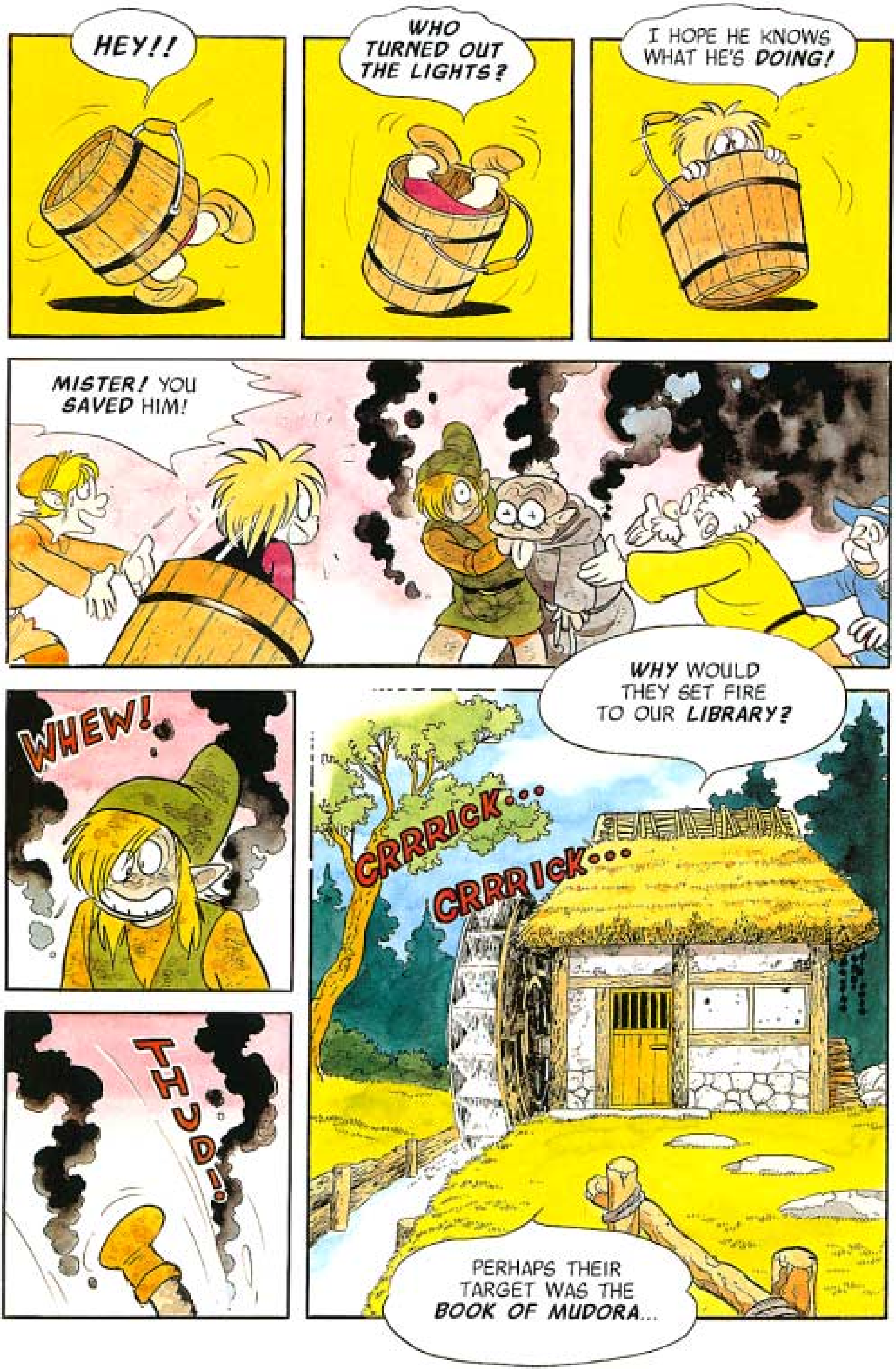
BY SHOTARO ISHINOMORI

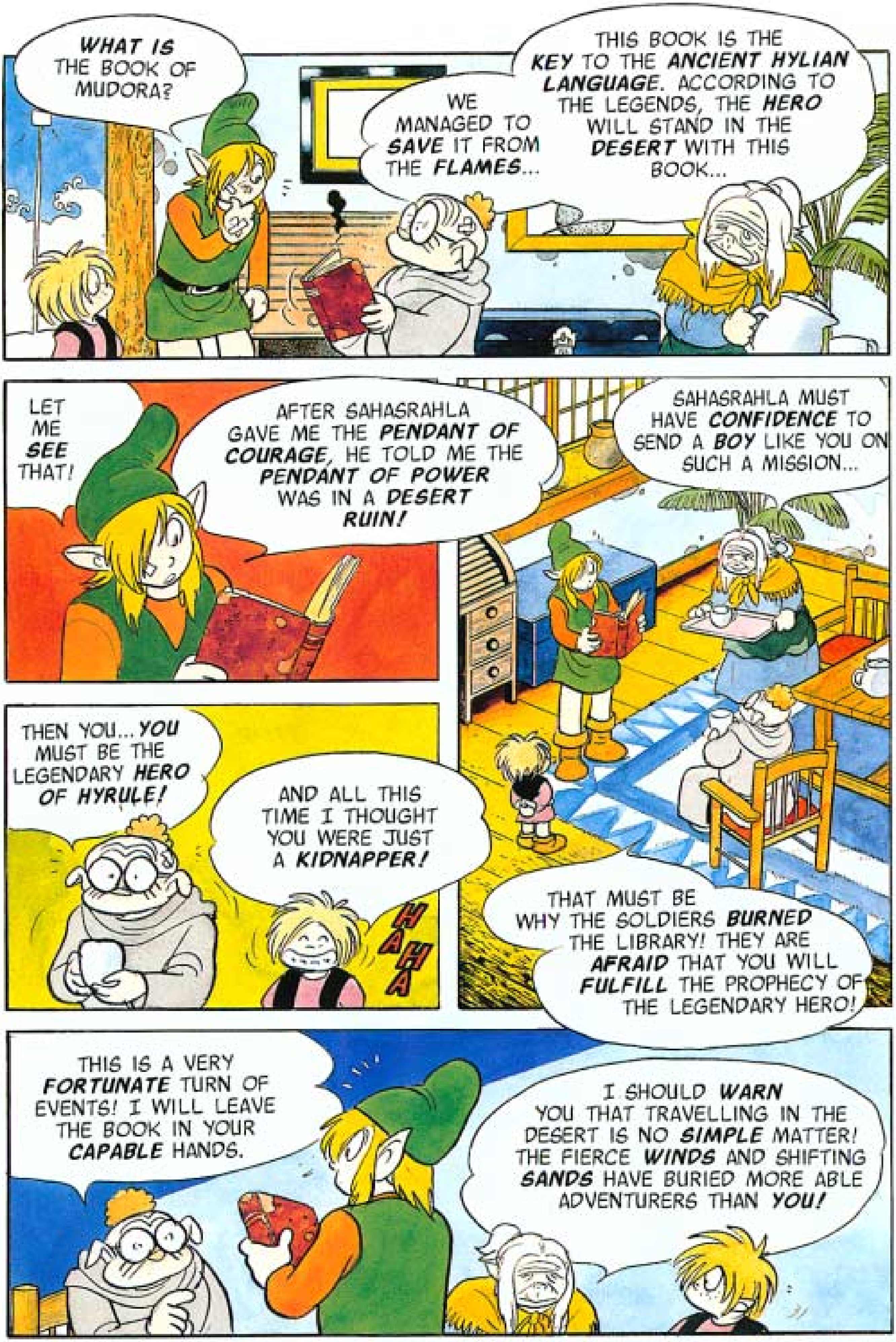

DO YOU MEAN TO TELL ME THAT THE *BOY* HAS THE *PENDANT OF COURAGE*?!
AND YOU *WEAKLINGS* CAME BACK HERE WITHOUT *STOPPING* HIM?
...I HAVE TRIED TO BE *MERCIFUL* TO THE PEOPLE OF THIS KINGDOM, BUT THOSE IN THE *KNIGHT'S LINE*...
...*THEY MUST BE* **TERMINATED!**

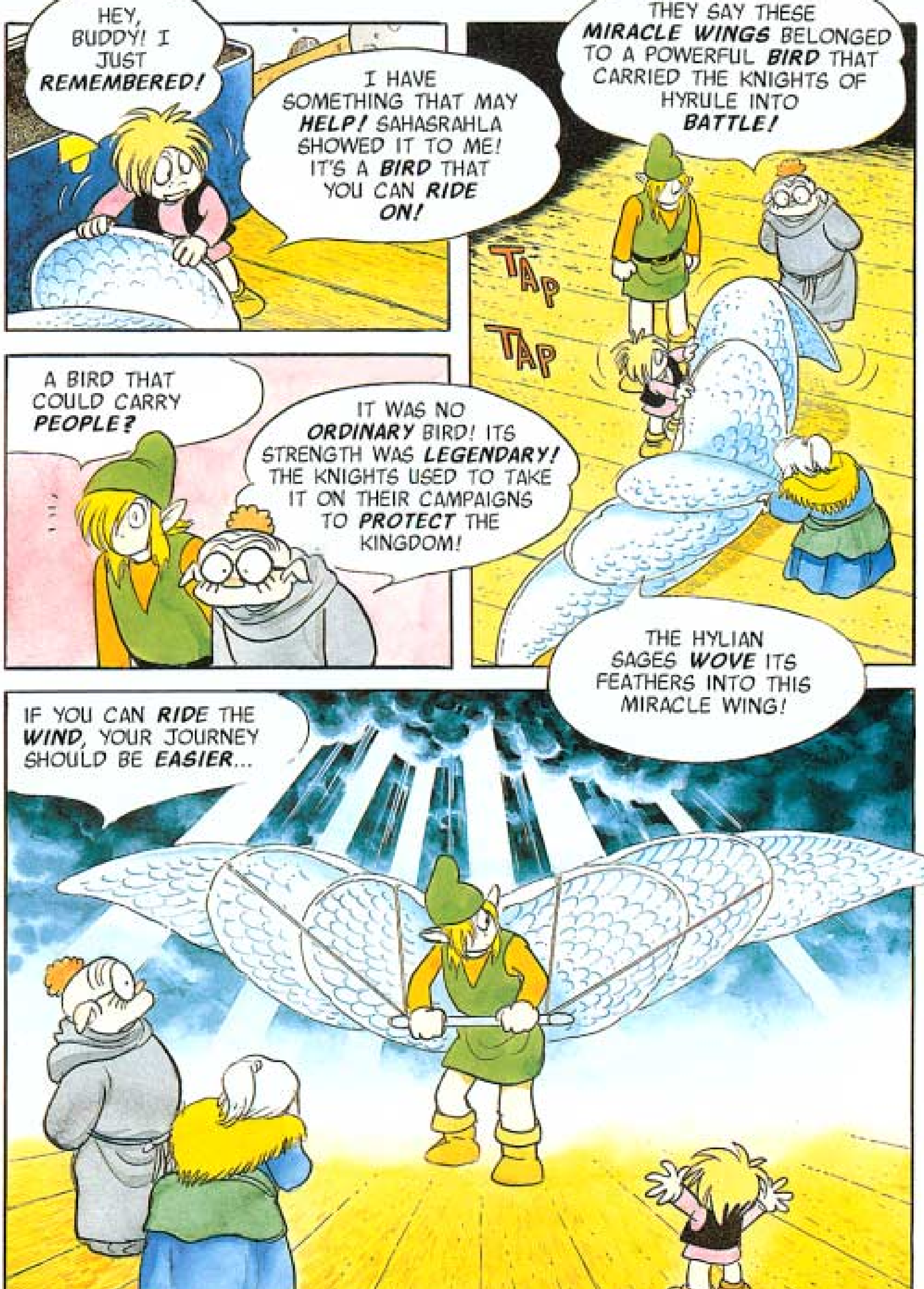

I THOUGHT THE OLD FOOL I DESTROYED IN THE CASTLE WAS THE **LAST** ONE!
COULD IT BE THE WHELP IS **ALSO** OF THEIR BLOODLINE?
FIND HIM! AND LEAVE **NO STONE** UNTURNED IN YOUR SEARCH!
DO **NOT** RETURN TO THIS CASTLE UNTIL YOU WITNESS HIS **LAST BREATH!**
IS THAT **UNDERSTOOD?**
YES, MASTER!
IT MAKES NO DIFFERENCE...THE **WORLD** WILL BE OURS WHEN THE MOON IS **FULL** AND I CAST THE **FINAL INCANTATION** ON PRINCESS ZELDA...
THE PROPHECY OF THE LEGENDARY **HERO** IS BUT A **FOLKTALE**...

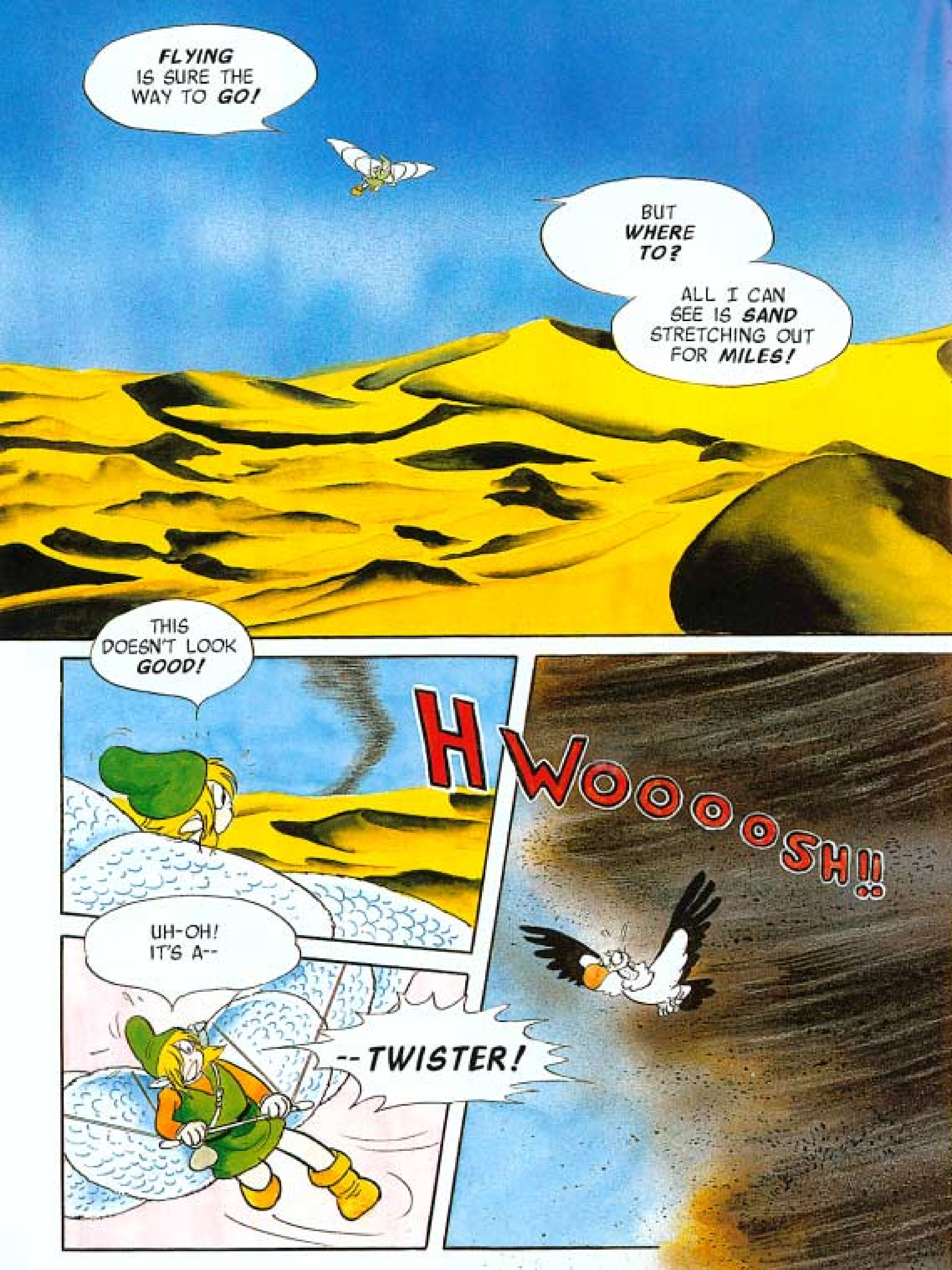

LEAVING SAHASRAHLA, LINK RETURNS TO KAKARIKO VILLAGE TO LOOK FOR CLUES TO THE LOCATION OF THE REMAINING TWO PENDANTS...
SMOKE?!
THE HOUSE OF BOOKS IS **ABLAZE!**
THE ***HOUSE OF BOOKS?***
THE SOLDIERS MUST HAVE ***LAID TORCH*** TO IT!

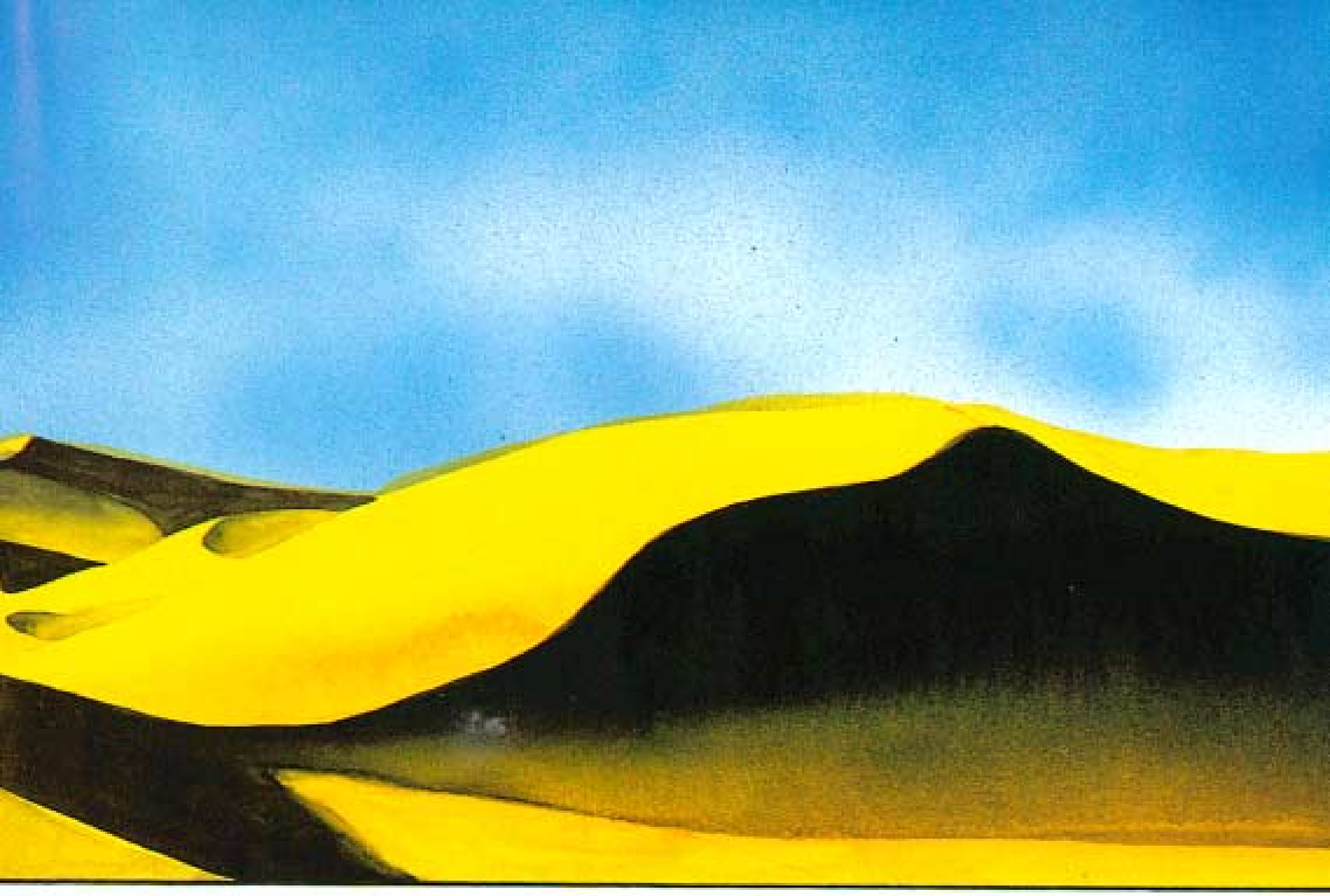

FWOOOOSH!..
HEY! AREN'T YOU THE KID...
MISTER, YOU GOTTA HELP! THE LIBRARIAN IS TRAPPED INSIDE!
HE'S INSIDE THAT INFERNO?! SAHASRAHLA SAID I MUST SPEAK WITH HIM!!
OMIGOSH!
I'LL SAVE HIM!
SPLASH!
FWOOOOSH!
CRACKLE
CRACKLE
WAIT HERE!

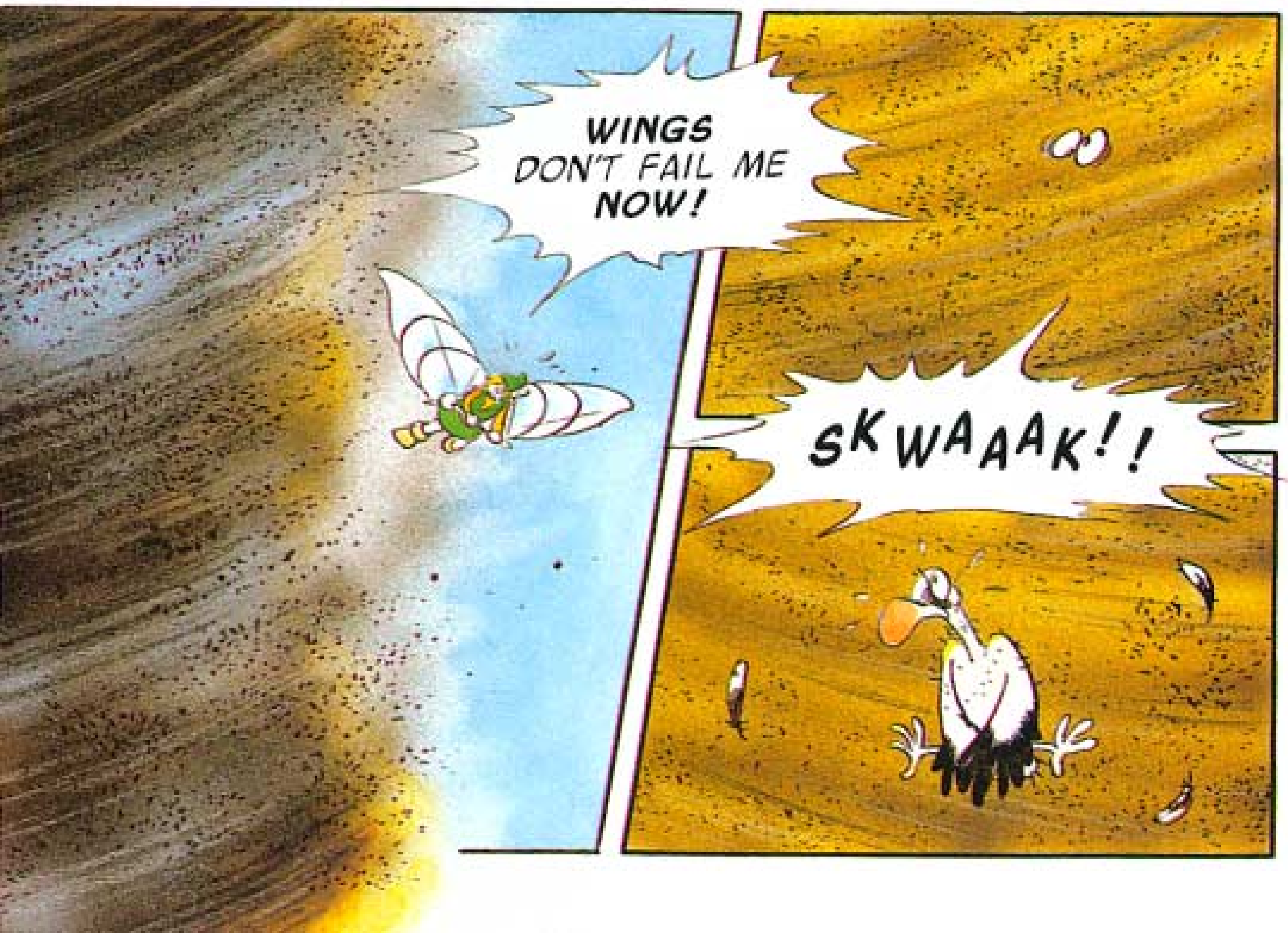

HEY!!
WHO TURNED OUT THE LIGHTS?
I HOPE HE KNOWS WHAT HE'S DOING!
MISTER! YOU SAVED HIM!
WHEW!
THUD!
WHY WOULD THEY SET FIRE TO OUR LIBRARY?
CRRRICK...
CRRRICK...
PERHAPS THEIR TARGET WAS THE BOOK OF MUDORA...

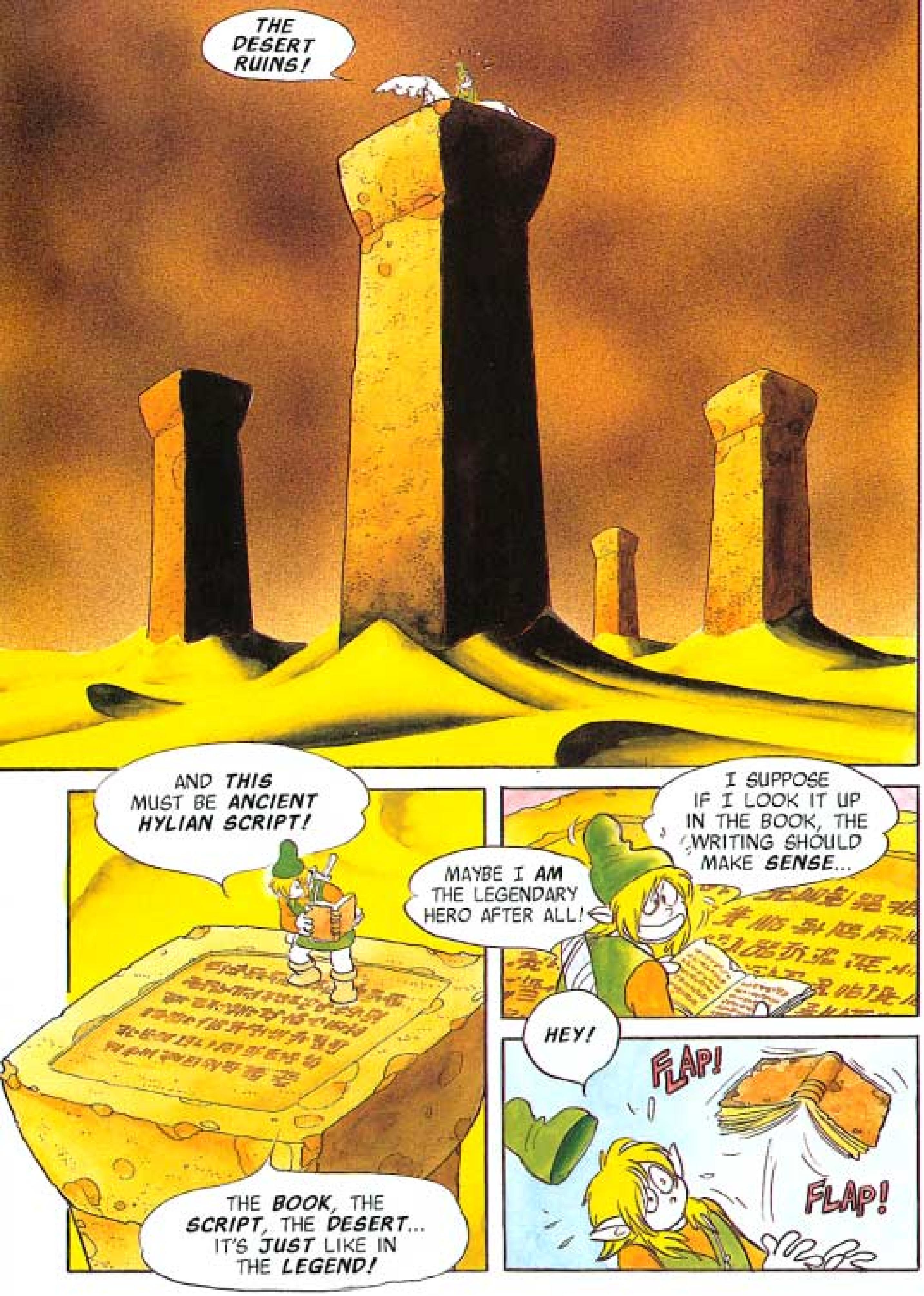

WHAT IS THE BOOK OF MUDORA?
WE MANAGED TO SAVE IT FROM THE FLAMES...
THIS BOOK IS THE KEY TO THE ANCIENT HYLIAN LANGUAGE. ACCORDING TO THE LEGENDS, THE HERO WILL STAND IN THE DESERT WITH THIS BOOK...
LET ME SEE THAT!
AFTER SAHASRAHLA GAVE ME THE PENDANT OF COURAGE, HE TOLD ME THE PENDANT OF POWER WAS IN A DESERT RUIN!
SAHASRAHLA MUST HAVE CONFIDENCE TO SEND A BOY LIKE YOU ON SUCH A MISSION...
THEN YOU... YOU MUST BE THE LEGENDARY HERO OF HYRULE!
AND ALL THIS TIME I THOUGHT YOU WERE JUST A KIDNAPPER!
HAHAHA
THAT MUST BE WHY THE SOLDIERS BURNED THE LIBRARY! THEY ARE AFRAID THAT YOU WILL FULFILL THE PROPHECY OF THE LEGENDARY HERO!
THIS IS A VERY FORTUNATE TURN OF EVENTS! I WILL LEAVE THE BOOK IN YOUR CAPABLE HANDS.
I SHOULD WARN YOU THAT TRAVELLING IN THE DESERT IS NO SIMPLE MATTER! THE FIERCE WINDS AND SHIFTING SANDS HAVE BURIED MORE ABLE ADVENTURERS THAN YOU!

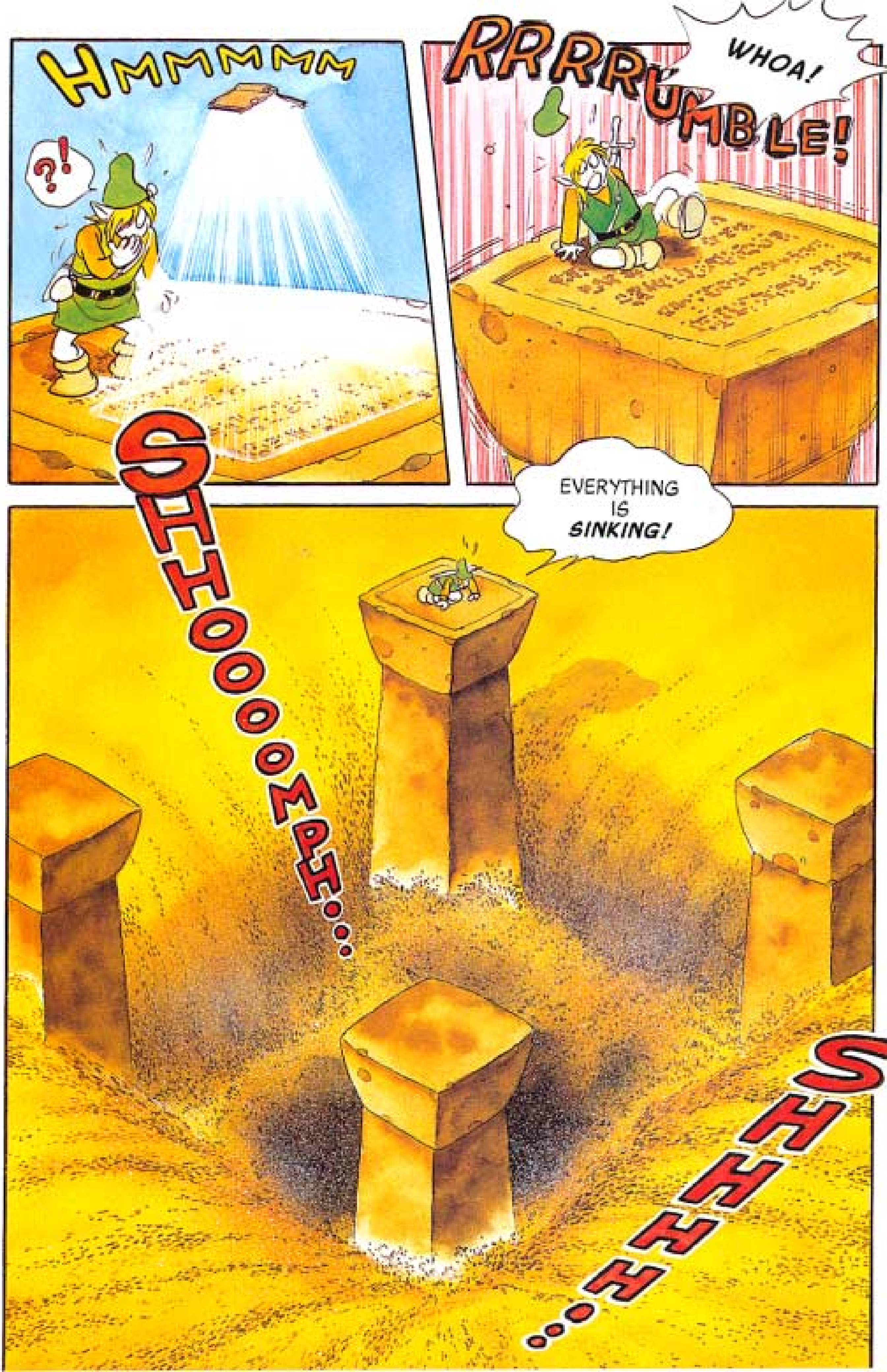

HEY, BUDDY! I JUST ***REMEMBERED!***
I HAVE SOMETHING THAT MAY ***HELP!*** SAHASRAHLA SHOWED IT TO ME! IT'S A ***BIRD*** THAT YOU CAN ***RIDE ON!***
THEY SAY THESE ***MIRACLE WINGS*** BELONGED TO A POWERFUL ***BIRD*** THAT CARRIED THE KNIGHTS OF HYRULE INTO ***BATTLE!***
TAP
TAP
A BIRD THAT COULD CARRY ***PEOPLE?***
IT WAS NO ***ORDINARY*** BIRD! ITS STRENGTH WAS ***LEGENDARY!*** THE KNIGHTS USED TO TAKE IT ON THEIR CAMPAIGNS TO ***PROTECT*** THE KINGDOM!
THE HYLIAN SAGES ***WOVE*** ITS FEATHERS INTO THIS MIRACLE WING!
IF YOU CAN ***RIDE*** THE ***WIND,*** YOUR JOURNEY SHOULD BE ***EASIER***...

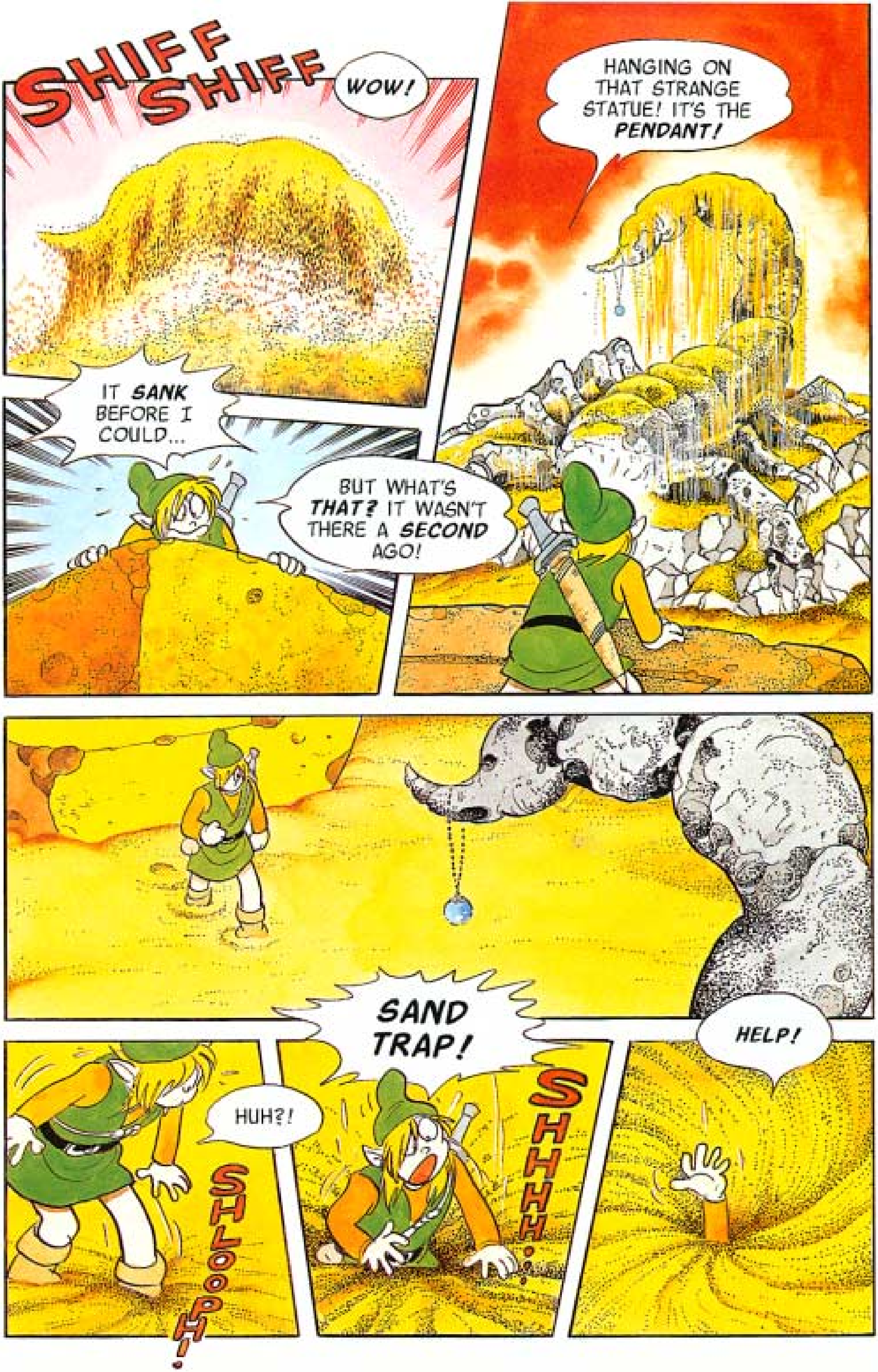

FLYING IS SURE THE WAY TO GO!
BUT WHERE TO?
ALL I CAN SEE IS SAND STRETCHING OUT FOR MILES!
THIS DOESN'T LOOK GOOD!
HWOOOOSH!!
UH-OH! IT'S A--
--TWISTER!

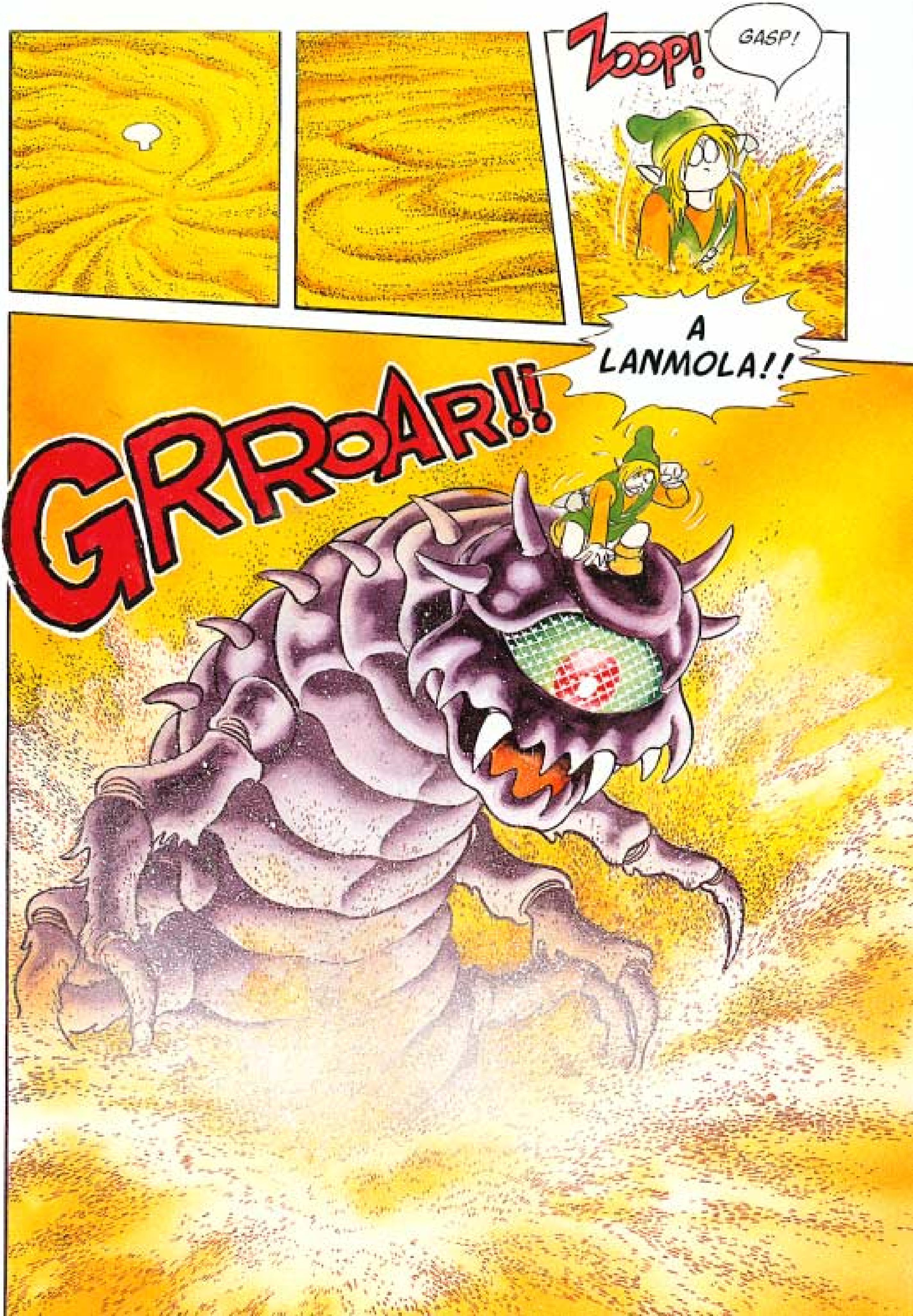


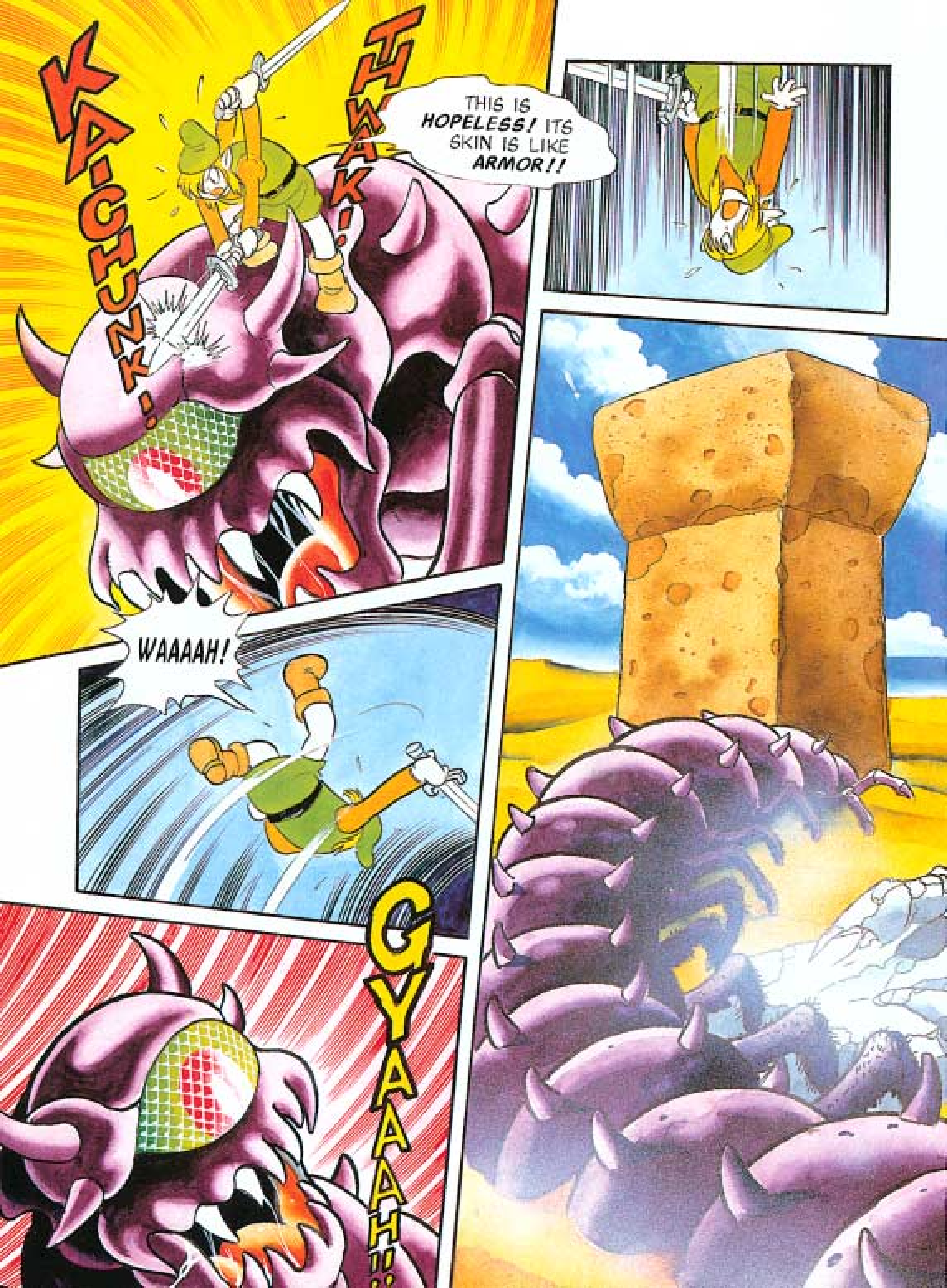

WINGS DON'T FAIL ME NOW!
SKWAAAK!!

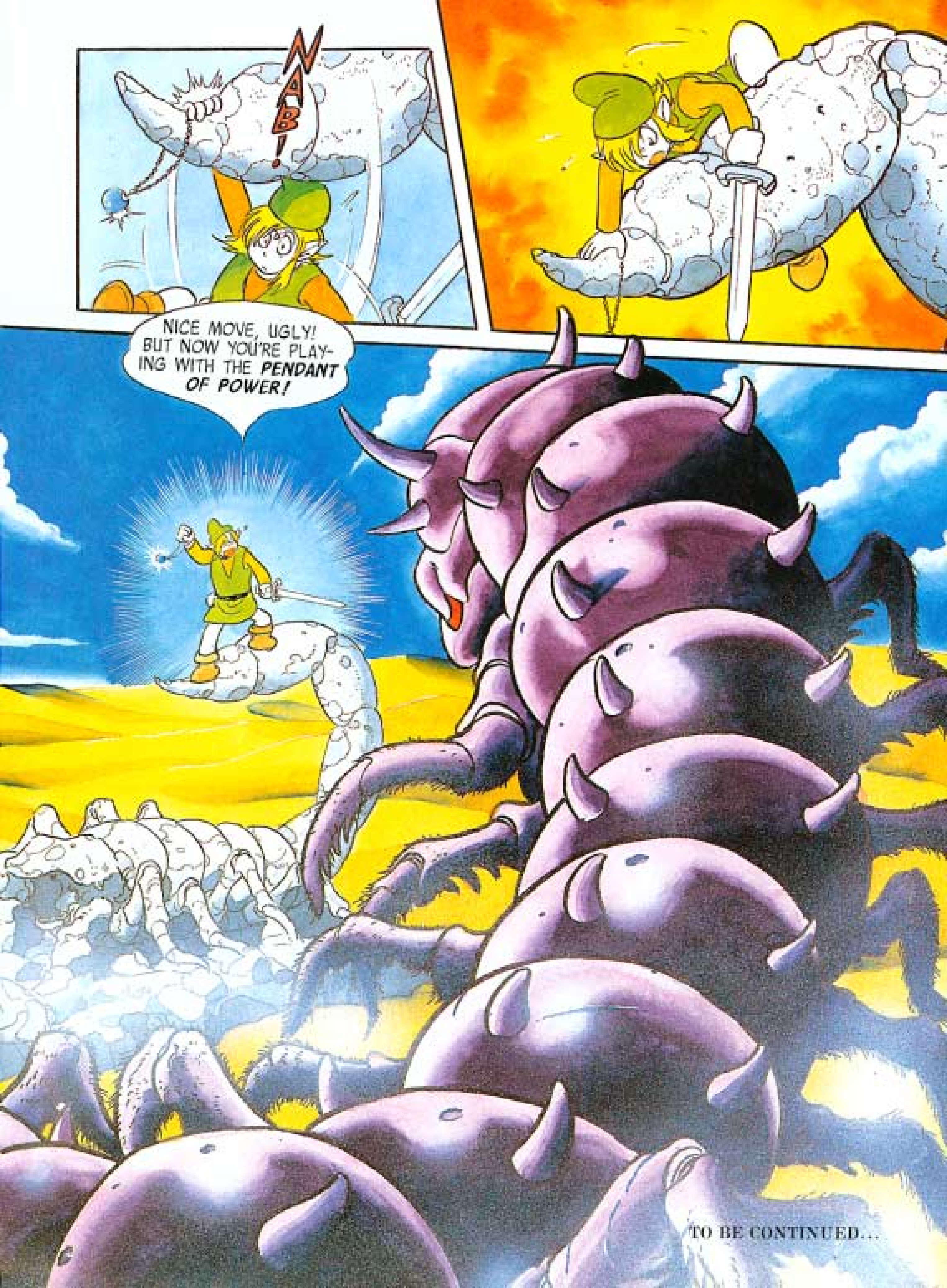

THE DESERT RUINS!
AND THIS MUST BE ANCIENT HYLIAN SCRIPT!
THE BOOK, THE SCRIPT, THE DESERT... IT'S JUST LIKE IN THE LEGEND!
I SUPPOSE IF I LOOK IT UP IN THE BOOK, THE WRITING SHOULD MAKE SENSE...
MAYBE I AM THE LEGENDARY HERO AFTER ALL!
HEY!
FLAP!
FLAP!


HMMMMM
?!
RRRRRUMBLE!
WHOA!
SHHOOOOOMPH...
EVERYTHING IS SINKING!
...SHHHHHH

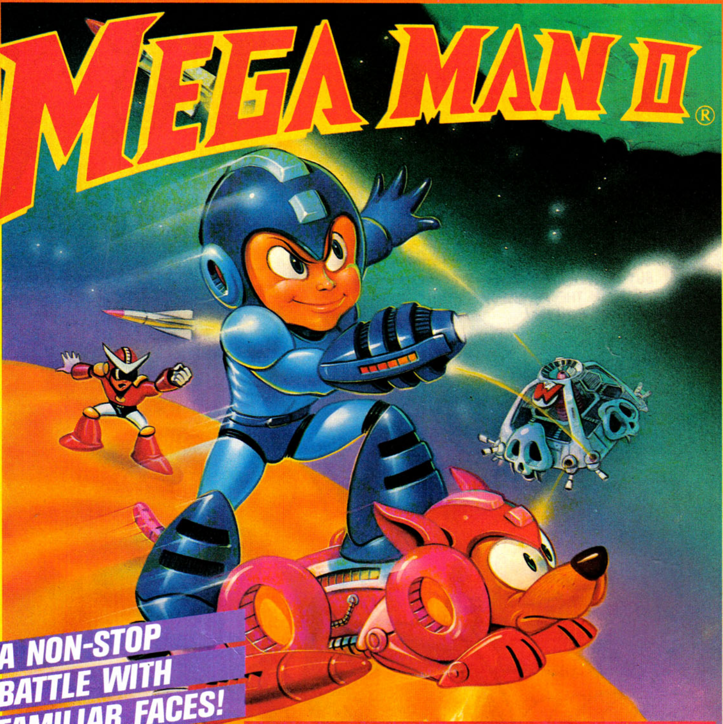

SHIFF SHIFF
WOW!
HANGING ON THAT STRANGE STATUE! IT'S THE PENDANT!
IT SANK BEFORE I COULD...
BUT WHAT'S THAT? IT WASN'T THERE A SECOND AGO!
HUH?!
SHLOOPH!
SAND TRAP!
SHHHH...
HELP!


ZOOP!
GASP!
A LANMOLA!!
GRROAR!!


KA-CHUNK!
THWAAK!
THIS IS HOPELESS! ITS SKIN IS LIKE ARMOR!!
WAAAAH!
GYAAAH!!!

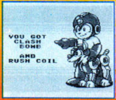

NAB!
NICE MOVE, UGLY! BUT NOW YOU'RE PLAYING WITH THE *PENDANT OF POWER!*
TO BE CONTINUED...

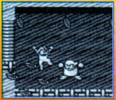
MEGA MAN II®



A NON-STOP BATTLE WITH FAMILIAR FACES!

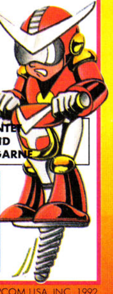
When will those dastardly robots ever stop? We hope they never do! However, don't tell that to Mega Man. Our mechanical hero is back in the saddle again and riding high in the newest Game Boy installment of the ever-popular game series. This new Game Boy game features various boss robots from Mega Man II and III for the NES. As usual, that rat Dr. Wily will be waiting at the end. Mega Man's Arm Cannon is primed and at the ready!



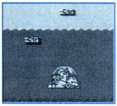


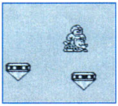
FAMILIAR WEAPONS AND... SOMETHING NEW!

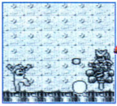
If you're familiar with the Mega Man games which have graced the NES, you'll be familiar with the weaponry which Mega Man will be able to access by defeating the bosses in this game. Mega Man also has the use of his trusty friend, Rush. A new character makes his first appearance in this game. Quintet will show up after defeating eight bosses. If you defeat him, he'll let you have his special device, the Sakugarne.



QUINTET AND SAKUGARNE







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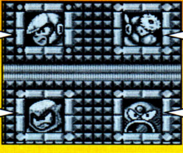
ORDER OF ATTACK IS THE KEY

As usual, when Mega Man defeats one of the bosses, he gets and learns how to use the weapon which the boss wielded against him. We've provided the best order for defeating the bosses. This will allow Mega Man to take full advantage of each special weapon. It's often very difficult to beat some bosses without the special weaponry.

1) CLASH MAN

Once considered to be a very useful robot, the converted Clash Man now resides in his lair making Clash Bombs.



2) METAL MAN

A full-bore, banzai blade-burner, Metal Man will set out to quickly slice our Mega hero to pieces. Don't let it happen!

3) WOOD MAN

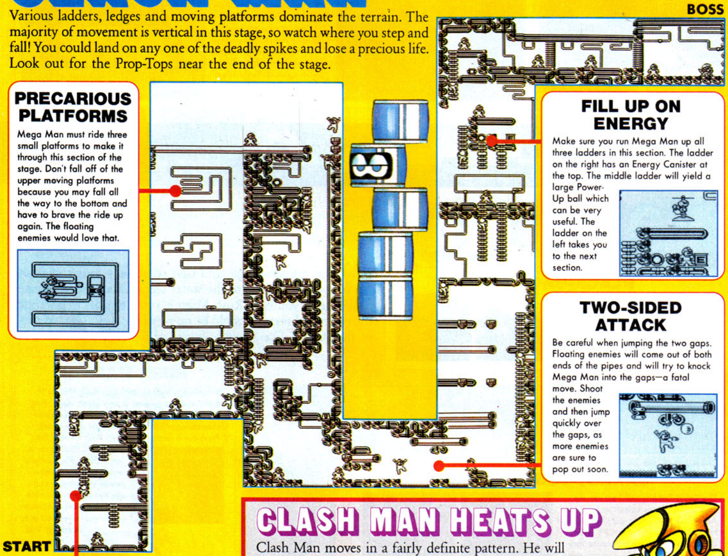
Much more than just a petrified plank of pine, Wood Man's leaf attack can send Mega Man spinning if he's not prepared.

4) AIR MAN

Not just your ordinary bag of wind, Air Man attacks with tremendous tornado twisters which can do a lot of damage.

CLASH MAN STAGE

Various ladders, ledges and moving platforms dominate the terrain. The majority of movement is vertical in this stage, so watch where you step and fall! You could land on any one of the deadly spikes and lose a precious life. Look out for the Prop-Tops near the end of the stage.



PRECARIOUS PLATFORMS

Mega Man must ride three small platforms to make it through this section of the stage. Don't fall off of the upper moving platforms because you may fall all the way to the bottom and have to brave the ride up again. The floating enemies would love that.

FILL UP ON ENERGY

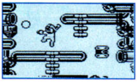
Make sure you run Mega Man up all three ladders in this section. The ladder on the right has an Energy Canister at the top. The middle ladder will yield a large Power-Up ball which can be very useful. The ladder on the left takes you to the next section.

TWO-SIDED ATTACK

Be careful when jumping the two gaps. Floating enemies will come out of both ends of the pipes and will try to knock Mega Man into the gaps—a fatal move. Shoot the enemies and then jump quickly over the gaps, as more enemies are sure to pop out soon.

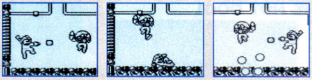
THEY KEEP COMING

The floating enemies in this stage are unlike most other enemies. They will keep coming back even after you've defeated them. There seems to be a constant supply, but luckily, they're not too quick. Mega Man has to wonder, where are they all coming from?

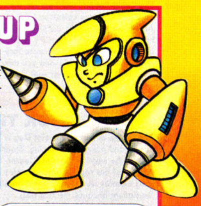


CLASH MAN HEATS UP

Clash Man moves in a fairly definite pattern. He will always jump when you shoot. Jump and then shoot while you're in the air. Avoiding Clash Bombs is important, too. Slide under him to get away from the blasts.



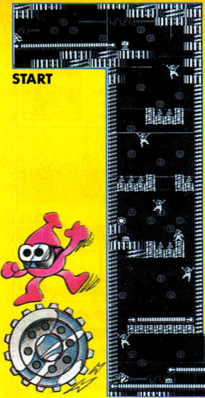
Shoot rapidly while you're in the air to make sure the bullets from your Arm Cannon come in contact with slippery Clash Man. Avoid the bombs.

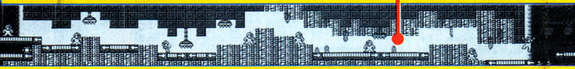


METAL MAN STAGE

Starting off on a conveyor belt is a clue as to what lies ahead for our main man in this stage. Dr. Wily has created a seriously solid structure for Metal Man to call his home. Mega Man will have to survive falls, grinding gears and spiked magnets. He will need to traverse the entire length of Metal Man's abode to reach and destroy him.

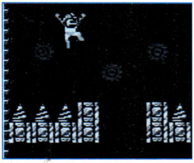
START



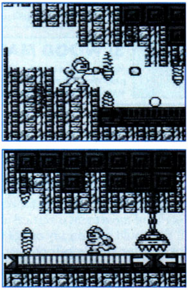


FREE-FALL CRISIS

Mega Man must survive three "leaps of faith" to get past this section. If Mega Man comes in contact with one of the super spikes, he will lose a life. It won't matter how much energy he has. The super spikes will penetrate any material known to mankind . . . or robotkind! Study the maps to choose your route. Remember, Mega Man has the ability to change direction in mid-air.



BURROWER ROBOTS



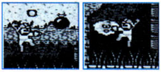
The constant deluge of Burrower robots is good and bad. It's good because Mega Man can remain out of harm's way and just fire at the Burrowers. Loads of Power-Ups are sure to appear. You may even be lucky enough to be rewarded with a rare 1-Up! Grab them and then move on. However, proceeding is difficult. The large number of Burrowers present on the screen makes them very hard to avoid. Being on a conveyor belt doesn't help, either. Move carefully. Watch out for the spiked magnet in the middle of this section.

WOOD MAN STAGE

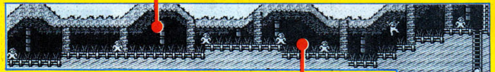
Enter this pseudo-jungle and find some very tough enemies. Make your way down to the water section for an even greater challenge. If you have Rush Marine, you'll be able to go under the water and then it should be no problem at all. The last third of the stage is like a mirror-image of the first part.

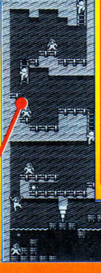
BLACK-BALL BAT

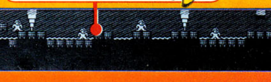
The major difficulty in dealing with the Black-ball Bats is that they usually will attack in groups. They are slow, but each bat will take two hits to be defeated. You'll only be able to hit and destroy them when they're flying.



START

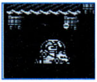






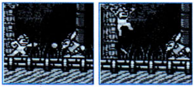
RUSH MARINE

It is always best to call upon Rush Marine if there is water present in any given stage. Push the Start Button to access your subscreen and then choose "RM" from your list of weapons. Press the B Button to call up Rush Marine then hop in and take an underwater cruise. Keep a close watch on Rush Marine's power meter—you can't use him forever because the energy will run down unless you recharge it with an Energy Pod.



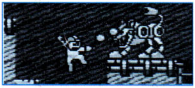
CARROT-TOSSIN' RABBIT

The Rabid Rabbits will hop into the playfield and toss carrots at you. Anticipate when they will show up and fire off a round of bullets. It's often difficult to defeat them because they require quite a few hits and you may have bats chasing you as well.



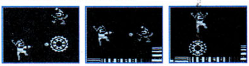
COOK THE HOT DOG!

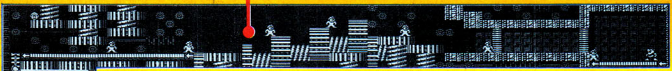
The key to defeating the Hot Dog is speed and precise positioning. Stand just on the edge of the small ledge. Jump and fire rapidly when the Hot Dog exhales his blasting beast-breath. Be patient because the Hot Dog requires multiple hits to be defeated.



STOP THE MAD GEAR CLOWNS

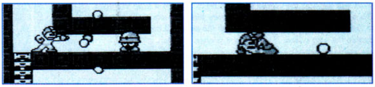
The Mad Gear Clowns won't think they're so funny when they find themselves being blasted into oblivion! When approaching a Gear Clown, jump and shoot the gear a few times. Finish the gear when it falls and take out the clown with a single shot. Pay attention to the conveyor belt direction.





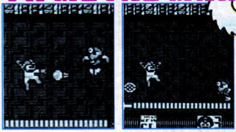
TOO NARROW? SLIDE!

Mega Man's creator, Dr. Light, taught him the sliding technique before his third NES adventure. Mega Man needs to use that skill in this section. Hold Down and press the A and B Button at the same time. Mega Man will slide in the direction he is facing.

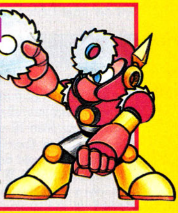


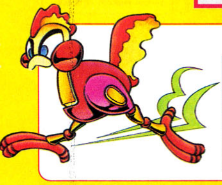
A CLASH WITH METAL MAN

Metal Man will be very upset that Mega Man has penetrated his fortress and reached his lair. Use the Clash Bombs which you obtained from Clash Man. You will only have a few Clash Bomb shots, then you'll have to switch to the Arm Cannon to finish him off.

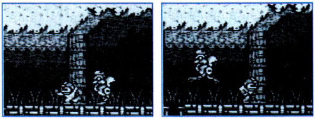


Metal Man frantically bounces up and down throwing a barrage of blazing blades. Bomb him a few times.

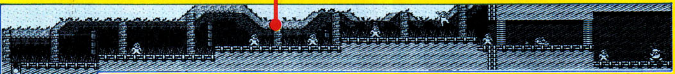


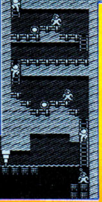


SLIDE UNDER THE CHICKENS



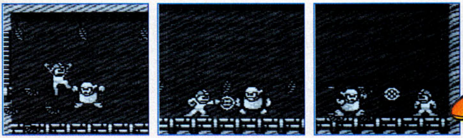
Wood Man has let the Bionic Chickens out of their pen and they're wasting no time heading straight for Mega Man! It's usually best to avoid the fast Bionic Chickens by running or sliding under them when they leap. They will leap at constant intervals. If you time your moves properly, you should be able to get by all of the chickens without suffering much damage. If you prefer, you can try to blast the chickens, but they usually get to you before you can get off enough shots to finish them off.

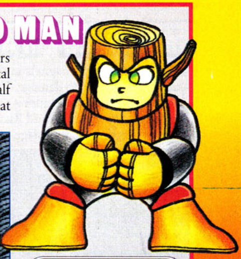




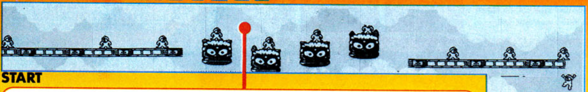
THROW THE BLADE TO WOOD MAN

It makes sense! Wood is usually cut with some type of blade. Wood Man appears to be no different from any other type of wood. A few good blasts with the Metal Blade should reduce Wood Man to small stump status. If you have more than half of your Energy gauge filled, you will have no problem with Wood Man. Fire at him when his shield is down.



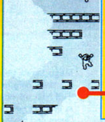


AIR MAN STAGE



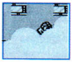
BIG AIR TIKIS AND LITTLE BIRDS

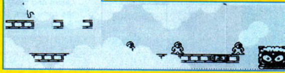
The floating Air Tikis will appear when you get near them. To see their location, jump out to the right and turn around in mid-air. They will appear. Jump onto them, but watch out for the spikes (they look like horns). They aren't instantly deadly, although they will do considerable damage if touched. Throughout the Air Man stage, birds will fly onto the screen carrying eggs. They will drop the eggs. The eggs will hatch several small, pesky birds. It's almost impossible to defeat all of the small birds, so get the egg and the bird that carries the egg before it even has a chance to hatch.



HIDDEN ENERGY

There is a large Power-Up ball hidden behind the cloud in this area. Make sure to get it. The squiggly enemies will come out non-stop in this area. Shoot them and grab the Power-Ups they leave behind.

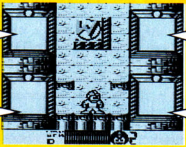




It's a cloudy day as Mega Man takes to the skies in search of that blow-hard, Air Man. The clouds can easily trick you into going in the wrong direction. Mega Man knows that Air Man's Air Shooter is a powerful weapon.

MORE FAMILIAR FACES AT THE HALF-WAY POINT!

OK, you've beaten the first four bosses. Now you have to go through four more! The new bosses have all made an appearance in Mega Man III on the NES. As with the first four, there is a certain order in which they should be defeated. Start off with Needle Man. When Mega Man hops into a warp transporter he will be whisked off to that stage.



4) TOP MAN
This is definitely not child's play! Top Spin attack will leave Mega Man dazed.

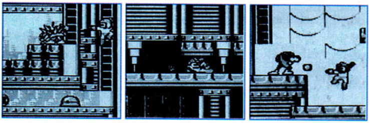
2) MAGNET MAN
The magnetic field surrounding Magnet Man is a force to reckon with.

3) HARD MAN
He is built about as solid as they come. It's difficult getting through his thick shell.

1) NEEDLE MAN
A versatile fighter, Needle Man takes pride in his various methods of attack.

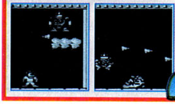
NEEDLE MAN STAGE

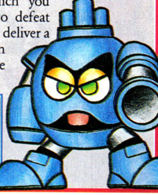
Long, narrow passageways and more enemies will confront Mega Man as he sets off to challenge Needle Man. The going won't be easy, though. Needle Man's cohorts have positioned themselves well in this stage. Be especially careful of the gated cannons and pesky Hard Hats.



GIVE NEEDLE MAN AIR

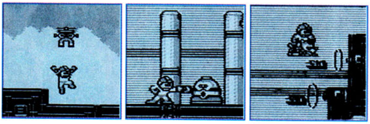
Use the Air shooter which you obtained from Air Man to defeat Needle Man. Make sure you deliver a blow every time. If you run out of air, switch back to the Arm Cannon.





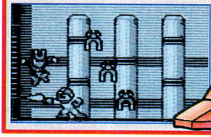
MAGNET MAN STAGE

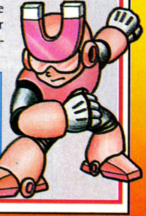
Don't let the flying magnets in the first section of the stage pick you up—they will do damage. The shading in the layout of the Magnet Man stage can cause it to be tricky. It is fairly easy to get led astray. Use Rush Jet and Rush Coil to get through the difficult mid-section of this stage.



MAGNET MAN HATES NEEDLES

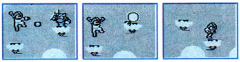
Let Magnet Man have it with the Needle Cannon. Don't waste your shots when he's flexing his magnetic muscles, though.

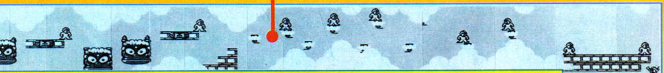


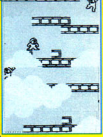


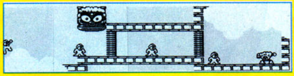
SHOOT BEFORE YOU JUMP

After passing by the Air Tikis, Mega Man will come up against the frightening Lightning Lords. It's necessary to shoot them many times to destroy them, so jump up and shoot earlier than you would if you just waited for them to come around. They will cast small (but powerful) lightning bolts at you.



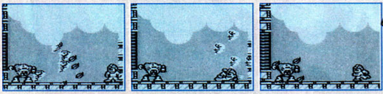






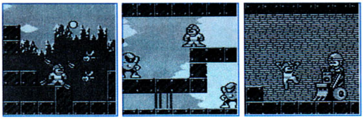
COVER AIR MAN WITH LEAVES

Wait for Air Man to fire off the first round, avoid his shots, then unleash the wrath of the Leaf Shield attack that you obtained from that piece of pulverized pulp, Wood Man. Air Man's tornado blasts will deflect the leaves, so wait until it's clear.



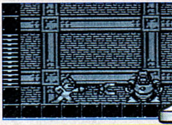
HARD MAN STAGE

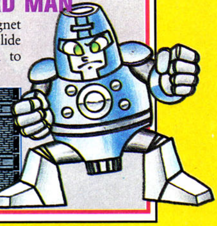
Hard Man feels safe in the solid foundation of his earthen retreat. He shouldn't! This stage features rocky terrain and some serious enemies. Watch out for the Trap Snappers which leap up from their cages. Mega Man can use his ability to slide to get past these traps.



MISSILE TO HARD MAN

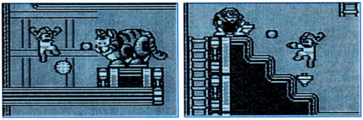
Nail Hard Man with Magnet Missiles. If he jumps, just slide underneath him then turn to shoot again.





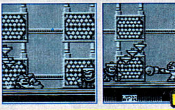
TOP MAN STAGE

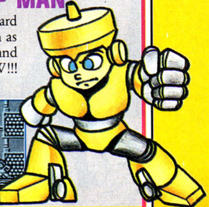
The first part of the Top Man stage features a water section. The disappearing ledges can be very tricky to negotiate, so use Rush Marine to get by this area. It takes many hits to destroy the Bobcats. Jump over the bouncing ball that they shoot out. Make sure that you get the easy 1-Up by using Rush Coil.



KNUCKLE TO TOP MAN

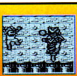
Give Top Man a taste of the Hard Knuckle. Jump over Top Man as he spins across the screen and then let him have it. POW!!! Right in the kisser.



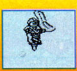


FOLLOW DR. WILY INTO SPACE!

When Mega Man dusts off the eight bosses along with Quintet, he will chase Dr. Wily into outer space. Wily and his crazy cohorts have constructed an immense space station that is orbiting the planet. Mega Man must forge his way through it at all costs. Various enemies from previous stages are sure to appear here. Who knows what Wily has up his evil sleeves!



Avoid Quintet and shoot him in the head. It's his only vulnerable area.

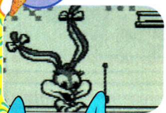


Now you've got Quintet's super pogo stick, the Sakugarne. What will you do with it?

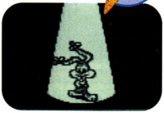
You're doomed this time, Wily!

TINY TOON Adventures™

LOONEY FUN ON THE ROAD TO FAME



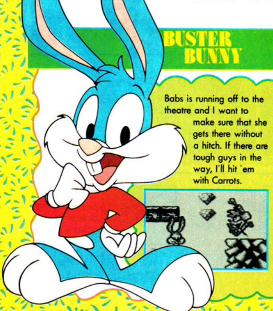
Following the success of their NES adventure, Buster Bunny and his Looney Toon pals have crossed over to Game Boy in Tiny Toon Adventures from Konami. This all new four-stage story follows the toon trio of Buster, Plucky and Hamton as they help Babs become a big star. Babs is on her way to the theatre and our heroes want to make sure that she gets there safely.



CHOOSE YOUR TOON

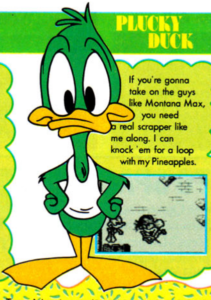
You can switch from one happenin' hero to the next at any time in your bunny-protecting mission.

BUSTER BUNNY



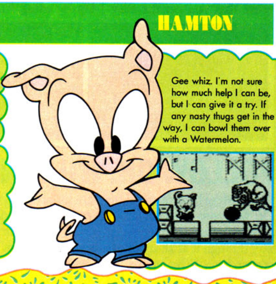
Babs is running off to the theatre and I want to make sure that she gets there without a hitch. If there are tough guys in the way, I'll hit 'em with Carrots.

PLUCKY DUCK



If you're gonna take on the guys like Montana Max, you need a real scrapper like me along. I can knock 'em for a loop with my Pineapples.

HAMTON



Gee whiz. I'm not sure how much help I can be, but I can give it a try. If any nasty thugs get in the way, I can bowl them over with a Watermelon.

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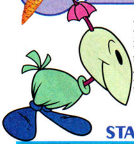
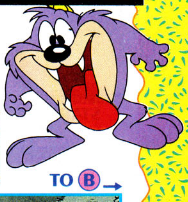
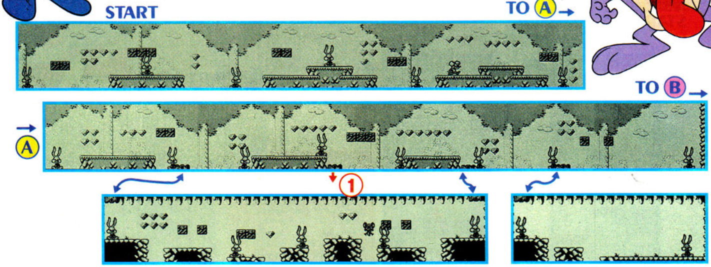
STAGE ONE: THE FOREST



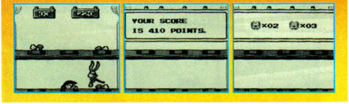
Before Babs leaves for the theatre, she's going to learn the fine art of acting at the drama school in the forest. Hop onto her trail and make sure that the creatures of the forest behave themselves. A mountain blocks your path in the middle of the stage. Find Dizzy Devil and he'll cut a path through this massive mound of dirt and rocks.





1 MONTANA MASH

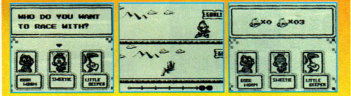
Montana Max and a group of Rats pop out of six holes in this bonus game. Hit 'em with a Hammer as they appear and you'll earn points toward a big bonus.



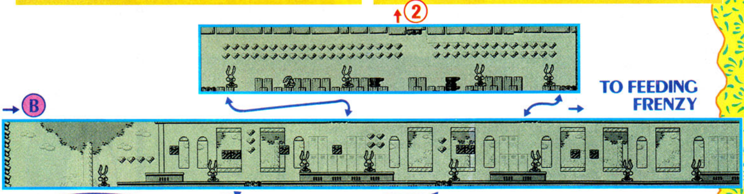
YOUR SCORE IS 410 POINTS.

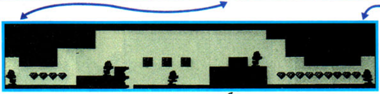
2 RACE

Beat one of three wacky runners to the finish line for a bonus. By outrunning the speed Little Beeper, you'll net a valuable Big Heart.

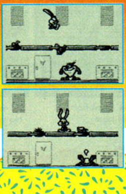


WHO DO YOU WANT TO RACE WITH?

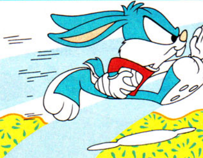




DIZZY'S FEEDING FRENZY

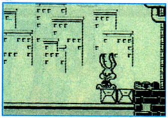


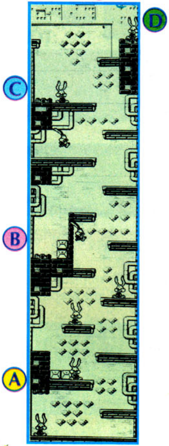
Since Dizzy helped you get through the mountain, the least you can do is give him a good meal. Drop food into his mouth, but watch out for the sharp stuff.

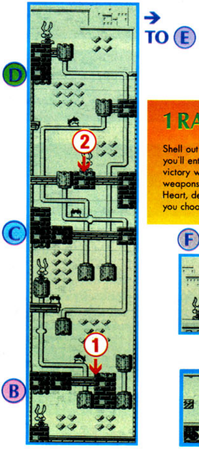


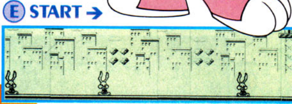
STAGE TWO: THE CITY

Our heroine hare has decided to take a break from acting and visit the big city. Follow her into the maze-like sewer system and the city's side streets to make sure that she gets through her urban adventure without any problems. If you're stuck, you can call on Furrball to show you the way through a secret passage.



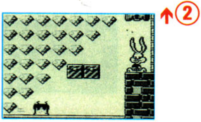


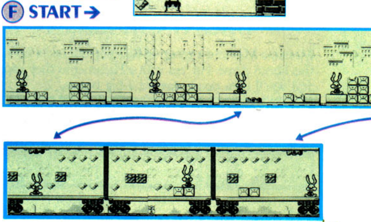




1 RACE

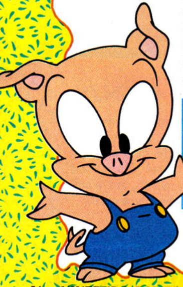
Shell out 10 Gems here and you'll enter a race where a victory will net you more weapons, a 1-Up or a Big Heart, depending on who you choose to race against.

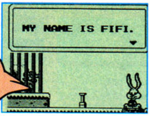




STAGE THREE: HAUNTED HOUSE

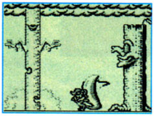
It takes a lot of courage to be on the stage. Babs has decided to show that she's not afraid of anything by braving the dangers of a haunted house on her way to the theatre. You've got to follow in her footsteps and make sure that she gets out of this hare-raising episode without being nabbed by a ghoul.



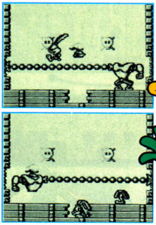


MY NAME IS FIFI.

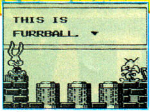
Save Fifi the Skunk from her underground cage.



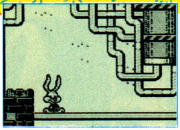
Fifi will be able to knock down a big tree in the way.

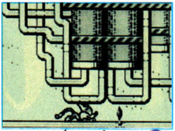


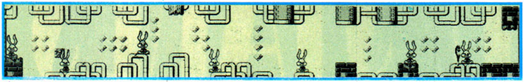
The ghostly Knight who rules over the haunted house swings a powerful Mace. Hop onto his head.

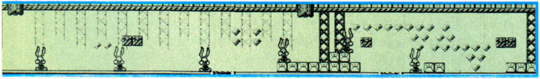

THIS IS FURRBALL. ▼

You'll find out from Furrball that Babs has hopped onto a train. If you can beat him in a game of Hide and Seek, he'll take you through his secret passage to the Train Station.



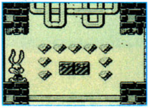


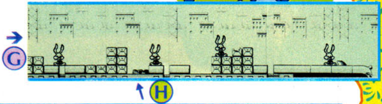


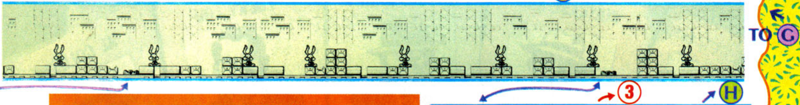


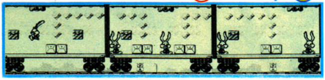
3 MONTANA MASH

Outwit the Rats in another game of Montana Mash for some helpful bonus items.



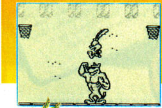


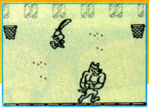


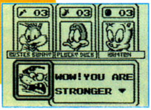


ARNOLD THE PIT BULL

Before you can follow Babs out of the city, you're going to have to show Arnold a few fancy steps. Hop onto this muscle-bound mongrel while he's flexing.

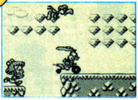


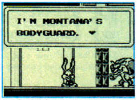



03 03 03
BUSTER BUNNY PLUCKY DUCK HAMTON
WOW! YOU ARE STRONGER ▼

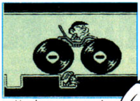
STAGE FOUR: MONTANA MAX

Montana Max has taken over the theatre and will turn it into a giant vault unless you stop him. Journey into Max's enormous mansion and try to knock some sense into this spoiled brat. Before you get to Max, you'll have to pass Elmyra and the Wolverine. Get movin' toon.


Calamity Coyote's Bike will help you zip past danger.


I'M MONTANA'S BODYGUARD. ▼

The Wolverine is vicious. You'll have to outsmart him.


Max has many menacing toys. Get out of their way.

© 1991 Electro Brain Corp.

HIGH STAKES™

The stakes really are high in the latest gambling game from Electro Brain. It pits undercover agent Pete Rosetti against some of the meanest Mafia mobsters ever, and he has to beat them at their own games. Fortunately for Rosetti, the game features both challenge and practice modes, so rusty players can hone their skills playing Black Jack, Slots, Video Poker or Craps before taking on the five cool kingpins. High Stakes is also battery backed, so Rosetti can take a break between gambling goons and return to rout those who remain later. The odds are against him because he has to go to their own clubs and tackle them on their own turf. But he's a top cop with a cool and calculating mind—and he has some tricks up his sleeve, too. Lady Luck just might be on his side.

MOBSTER MUG SHOTS

MACHINE GUN MAX

Mad Max is the shifty proprietor of Club M.G. Max, and he calls all the shots in his joint. They don't call him Machine Gun for nothing!

SUITCASE SAM

Sam is always on the move—that must be why he carries the strange suitcase. He's a double-dealing card sharp, so watch for underhanded plays.

HITMAN HARRY

Harry's a hitman, all right—he always seems to know when to hit and when to stand. His luck at the Black Jack table is certainly suspicious.

LUCKY LOU

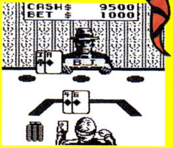
Lou's just a little bit too lucky to be on the up and up. You'll have to pull a few tricks out of your bag to get the best of this low life.

AL COLOGNE

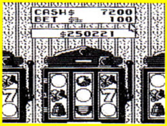
Do you smell a rat? That's just Al Cologne, the sleazy mobman who rounds out this lousy lineup. You'll have to be a high-roller to beat him!

CASE OUT THE CASINO

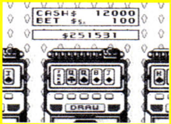
Play all of the casino standards in the Practice Mode to learn the ins and outs of big time gambling, from playing the slots to shooting craps. When you're just practicing, it's no big deal when the chips are down!



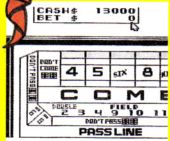
The mobsters make mondo money at Black Jack. Learn to figure the odds.



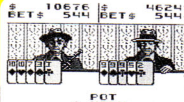
There's no skill involved in playing the slots—unless you plan to cheat.



Select the cards you want to hold, then fill your hand from the video deck.

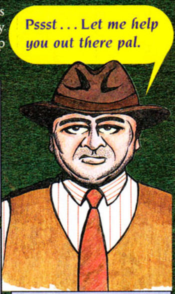


When you're hot, you're hot; when you're not, you'd better pass the dice.



KEEP SOMETHING UP YOUR SLEEVE

There's a shady character lurking in the alley, and, boy, does he have a deal for you. You know that the mobsters are dirty dealers; you can even the odds by keeping cards hidden up your sleeves. Play them when the time is right!


Pssst . . . Let me help you out there pal.

SWAP HAND
$1000

So your opponent is sitting pretty with hot cards, is he. You don't have to just read them and weep. Use the Swap Hand card to take his winners and leave him with your losers. It's an expensive option to buy from Shady, but it's fun to turn the tables.

SWAP CARD
$750

If you need just one card to complete a winning hand, but that card happens to be in your opponent's hand, you can take it right out from under his nose by using the Swap Card option. You can buy a maximum of two Swap Card options from Shady at a time.

It's a good idea to keep an ace in the hole, especially when you're playing Black Jack. They're one of Shady's less expensive offerings, but you can hold only two at once. When you have the chance, go back and buy more to hold in reserve.

Jokers are, of course, the most versatile cards in the deck. You'll draw one from the deck occasionally, but you'll also have an opportunity to buy them from Shady when you're about to enter a round of draw poker. Buy as many as you can afford to.

Shady has Kings for sale, too. They're less expensive than Aces and they come in handy whenever you need a quick ten points. Keep them hidden up your sleeves and use them to make the big plays. Bet heavily before you use any of your cheat cards.

SEE NEXT CARD
$250

Knowing what card is coming next gives you a definite edge in gambling. Buy See Next Card options from Shady, and use them to help you plan your next moves in Black Jack and Draw Poker. The price varies depending on the game you're about to play.

SEE DEAL DOWN
$250

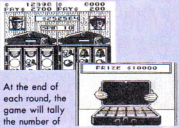
What card does the dealer have down? End the guesswork! The dealer stands on 17, so use a Deal Down card then decide whether or not to take a hit. Stock up with them before you play Black Jack.

BAR
$1000
$500

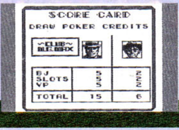
The Seven and BAR cards increase your chances of winning, but they don't guarantee results.

CHECK THE SCORECARD

As undercover agent Rosetti, you will challenge each of the ringleaders at four games: Black Jack, Video Poker, Slots, and Draw Poker. When it comes to the final showdowns, if you can't outscore them, they get off scot free.


$ 12398
PAY$ 200
$ 8000
PAY$ 200
SPIN 10
PRIZE $10000

At the end of each round, the game will tally the number of winning hands and show you both your score and your opponent's.



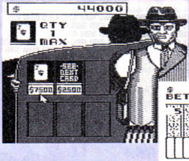
SCORE CARD

DRAW POKER CREDITS

~CLUB~ MR.MAX		
BJ SLOTS VP	5 5 5	2 2 2
TOTAL	15	6

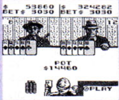
THE LAST DRAW

After three rounds of other games, it's time for the Showdown with each mobster. You'd better be a skilled Draw Poker player, because that's the name of the game and it's your last chance to put the crooked kingpins behind bars. Play to win!


$ 44000
QTY 1
MAX
SEE NEXT CARD
$7500
$2500

Shady might be an unsavory character, but his merchandise will be very useful to you when you gamble with the crooked likes of this lineup. Fork over the dough.

BEST BET

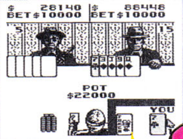

$ 53860
BET$ 3030
$ 324282
BET$ 3030
POT $14460
PLAY

The Showdown games are your last chances to beat the big guys at their own games.

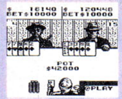
$ 10438
BET$ 4280
$ 355204
BET$ 4280
POT $27120

Shrewd play, a few daring bets, and some well-timed cheat cards can give you the winning edge.

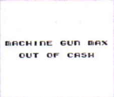
Don't waste your cheat cards. Wait until you have the makings of a killer hand to pull them out of your sleeves.


$ 28140
BET$10000
$ 88448
BET$10000
POT $22000
YOU

GO FOR BROKE


$ 18140
BET$10000
$ 120448
BET$10000
POT $42000
PLAY

$ 78
BET$ 7
$ 81070
BET$ 78
POT $ 2014



MACHINE GUN MAX
OUT OF CASH

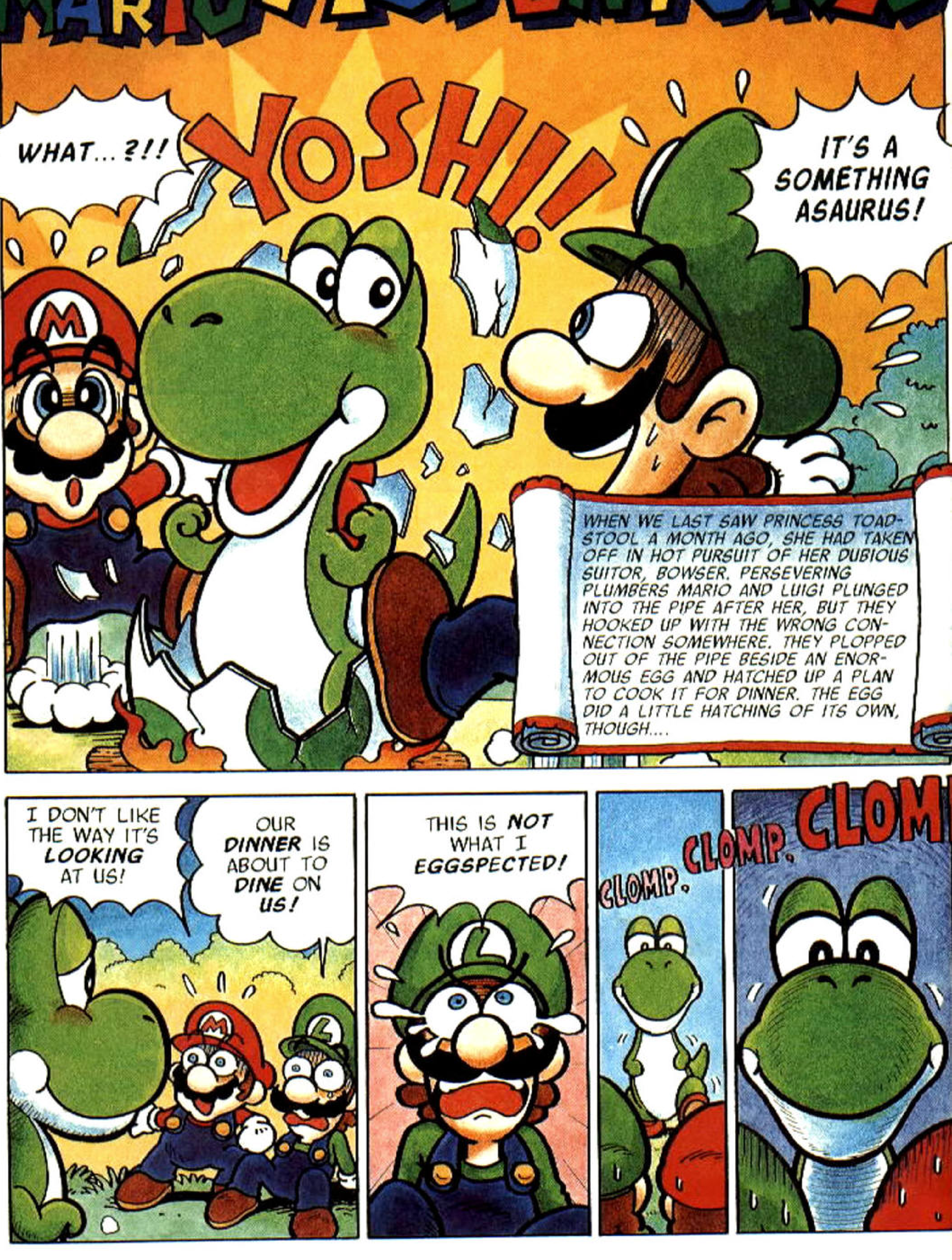
Go for it! Swap cards, swap hands, deal yourself aces—do whatever it takes to break the mob's bank. These ringleaders are as crooked as the day is long, so it will take more than just skill and luck to beat them at their own games!

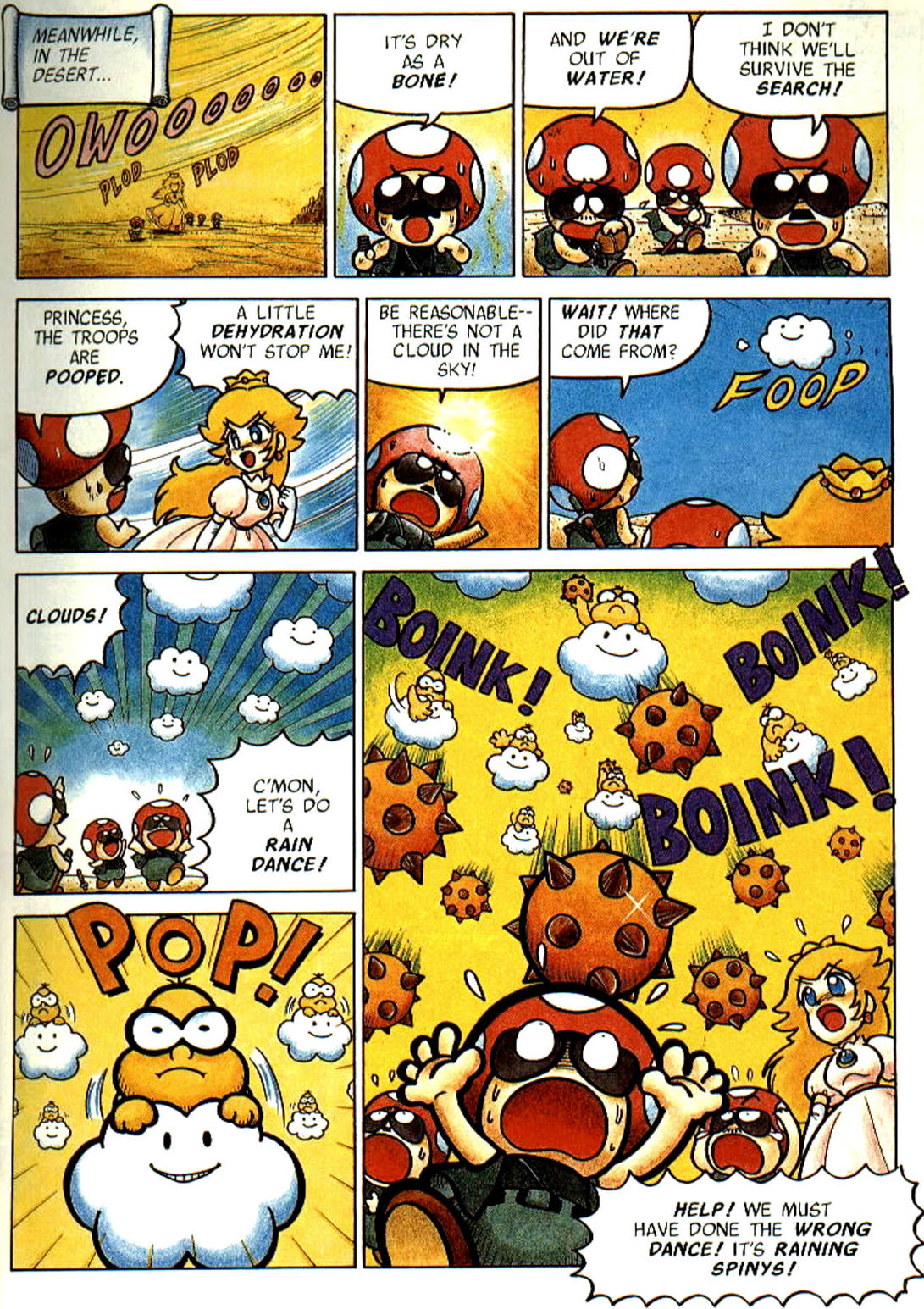
STOP THE CRIME SPREE

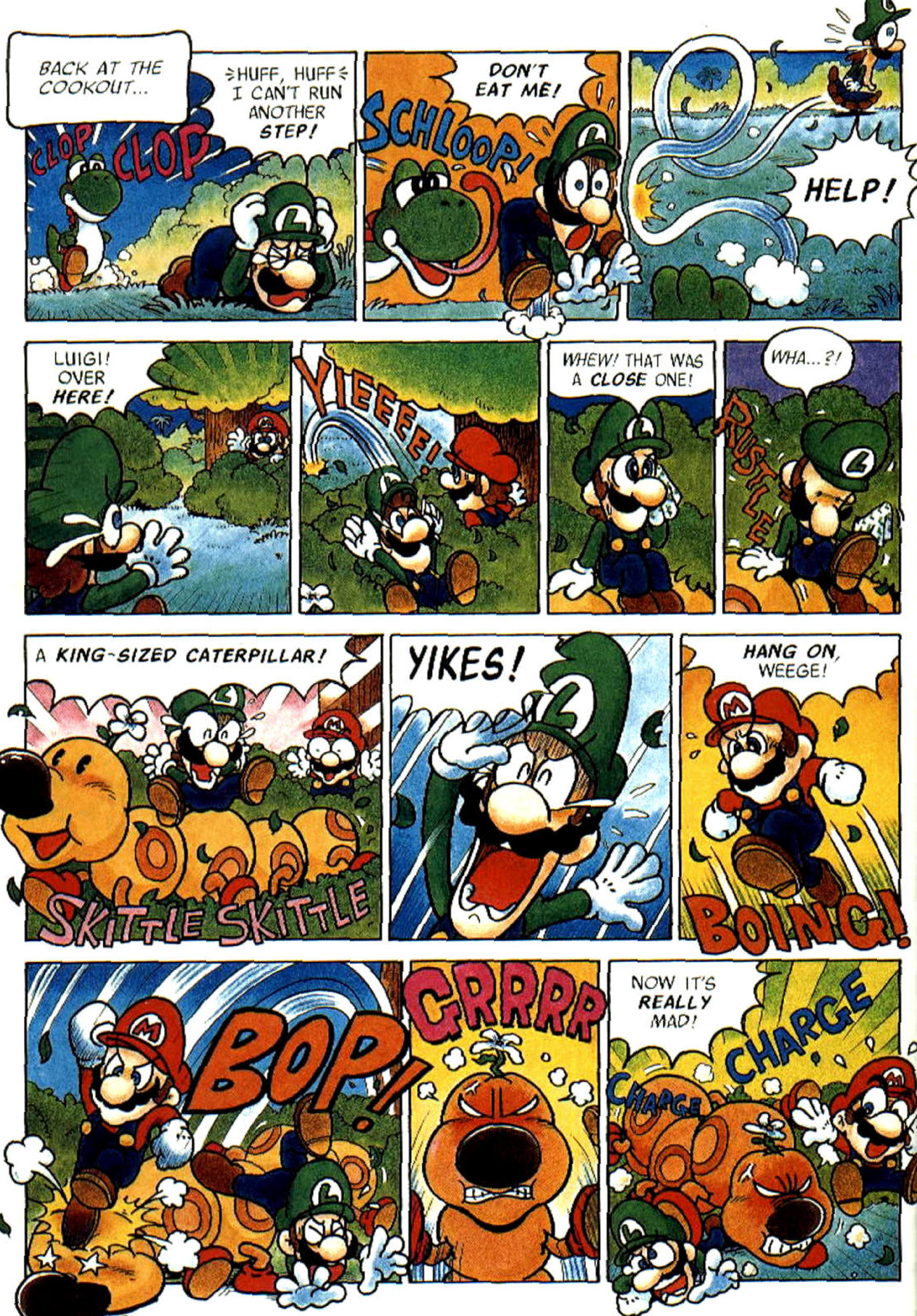
OUT OF BUSINESS

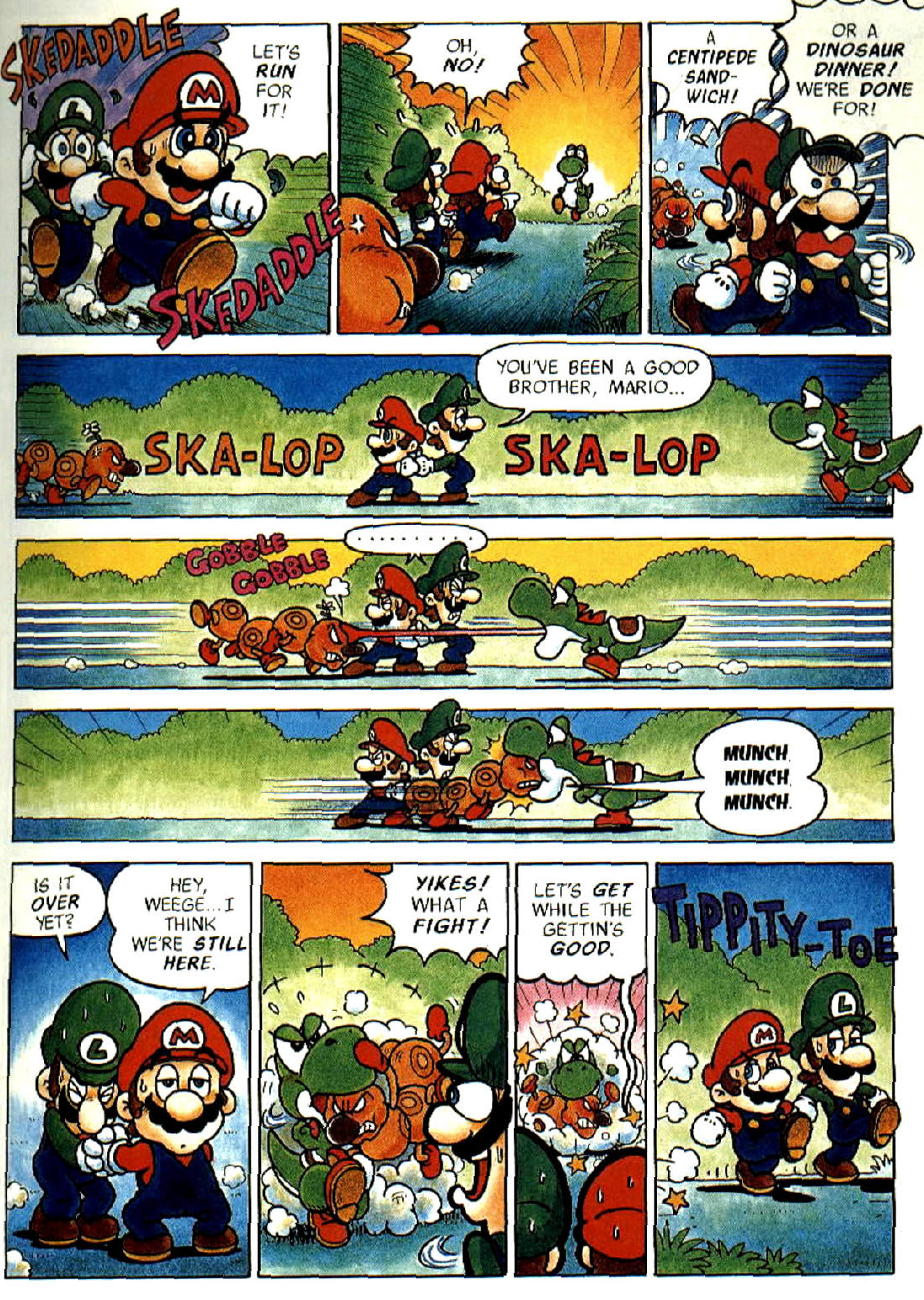
TAKE THE GAMBLE!

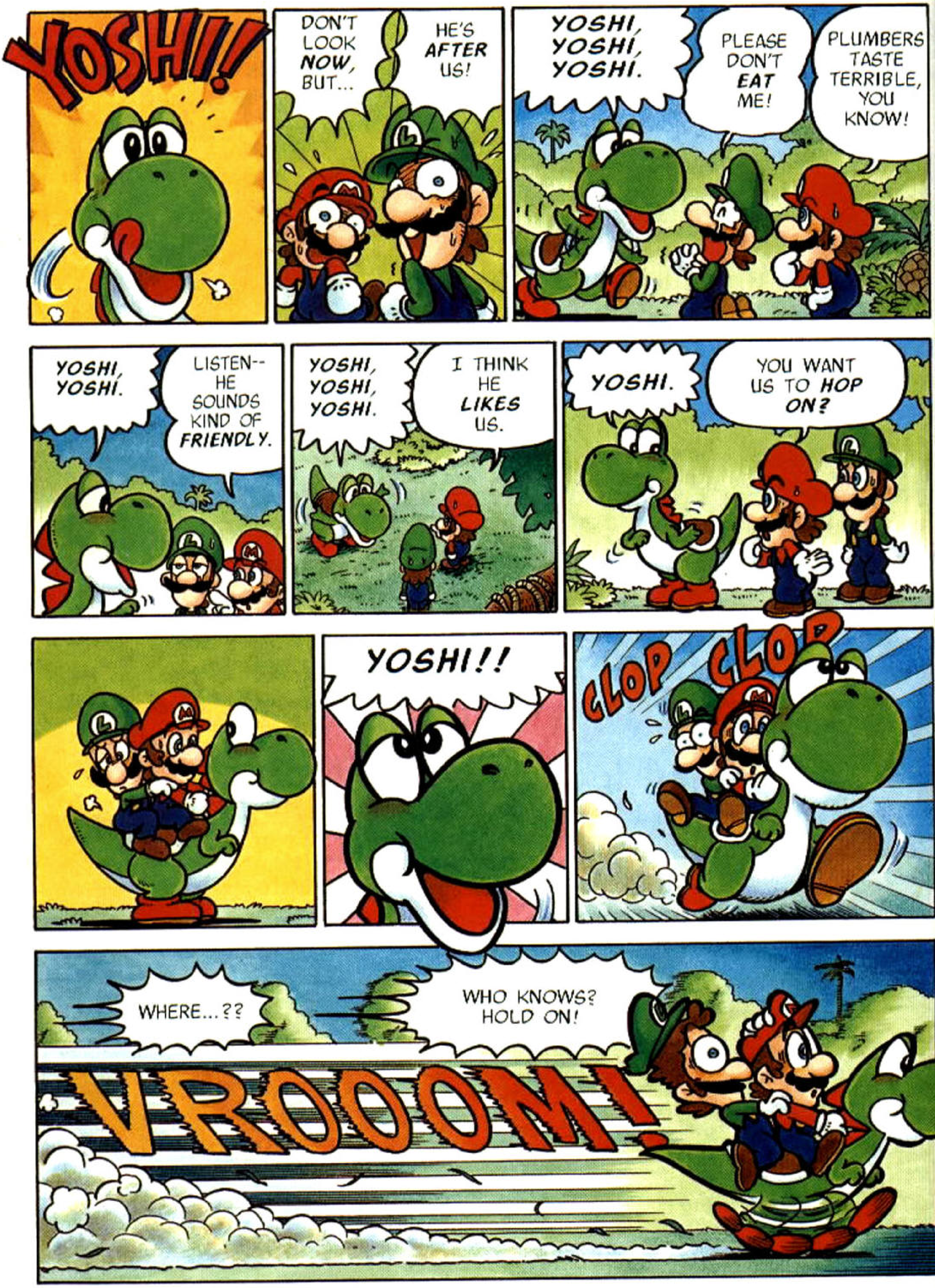
SUPER MARIO ADVENTURES

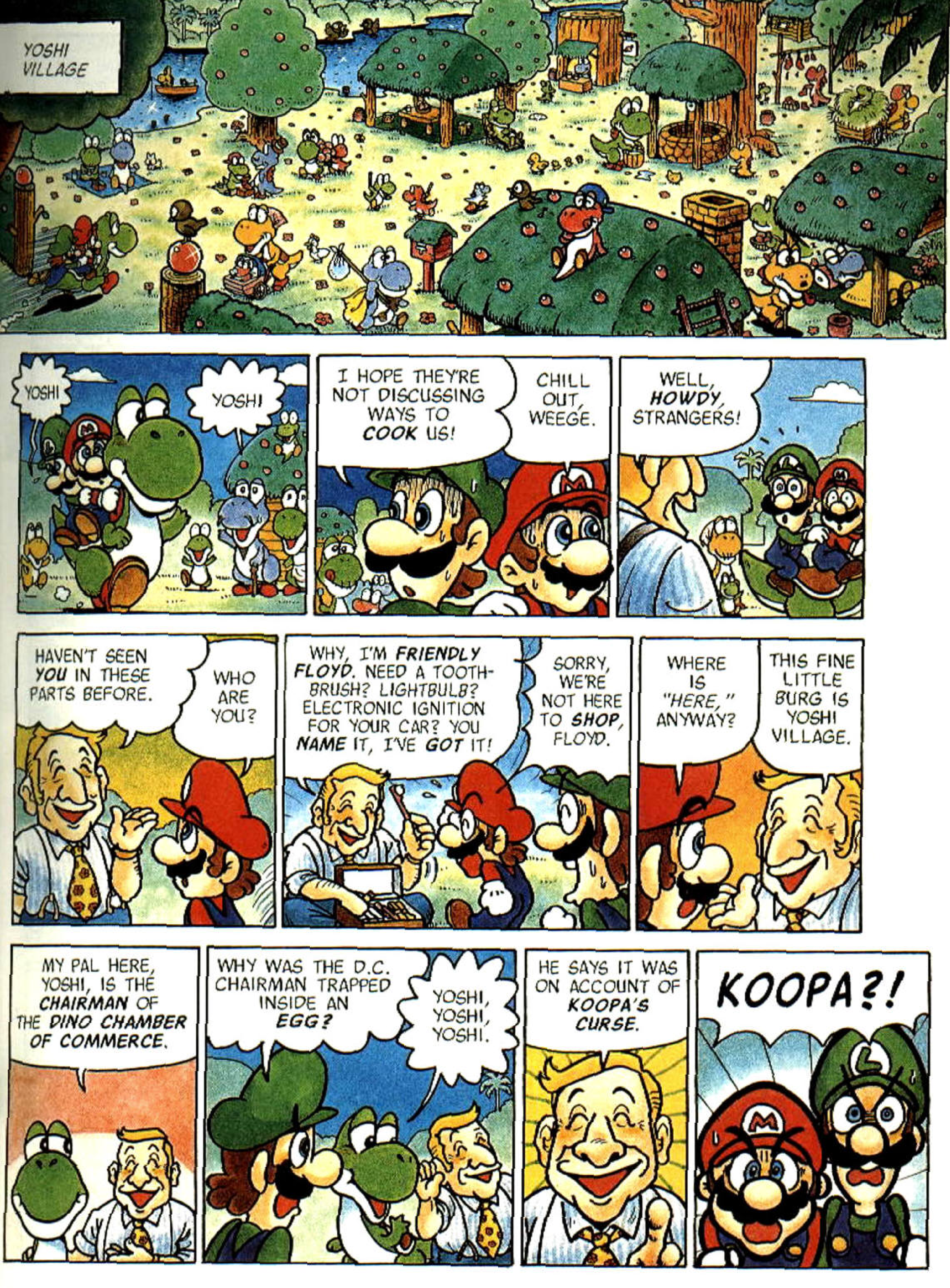

WHAT...?!!
YOSHI!!
IT'S A SOMETHING ASAURUS!
WHEN WE LAST SAW PRINCESS TOADSTOOL A MONTH AGO, SHE HAD TAKEN OFF IN HOT PURSUIT OF HER DUBIOUS SUITOR, BOWSER. PERSEVERING PLUMBERS MARIO AND LUIGI PLUNGED INTO THE PIPE AFTER HER, BUT THEY HOOKED UP WITH THE WRONG CONNECTION SOMEWHERE. THEY PLOPPED OUT OF THE PIPE BESIDE AN ENORMOUS EGG AND HATCHED UP A PLAN TO COOK IT FOR DINNER. THE EGG DID A LITTLE HATCHING OF ITS OWN, THOUGH....
I DON'T LIKE THE WAY IT'S LOOKING AT US!
OUR DINNER IS ABOUT TO DINE ON US!
THIS IS NOT WHAT I EGGSPECTED!
CLOMP, CLOMP, CLOMP, CLOM

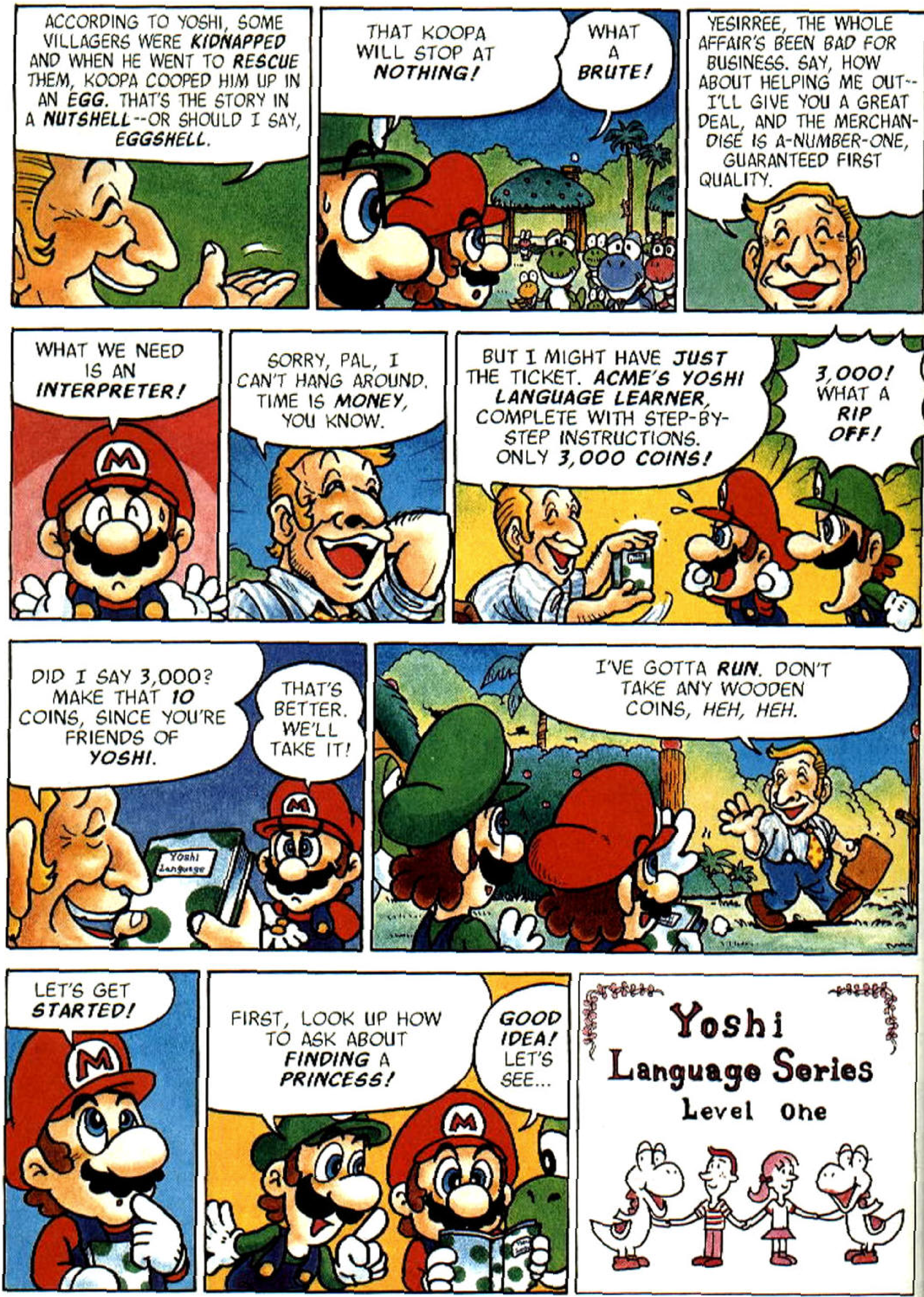

MEANWHILE, IN THE DESERT...
OWOOOOOOOO
PLOD PLOD
IT'S DRY AS A BONE!
AND WE'RE OUT OF WATER!
I DON'T THINK WE'LL SURVIVE THE SEARCH!
PRINCESS, THE TROOPS ARE POOPED.
A LITTLE DEHYDRATION WON'T STOP ME!
BE REASONABLE-- THERE'S NOT A CLOUD IN THE SKY!
WAIT! WHERE DID THAT COME FROM?
FOOP
CLOUDS!
C'MON, LET'S DO A RAIN DANCE!
POP!
BOINK!
BOINK!
BOINK!
HELP! WE MUST HAVE DONE THE WRONG DANCE! IT'S RAINING SPINYS!

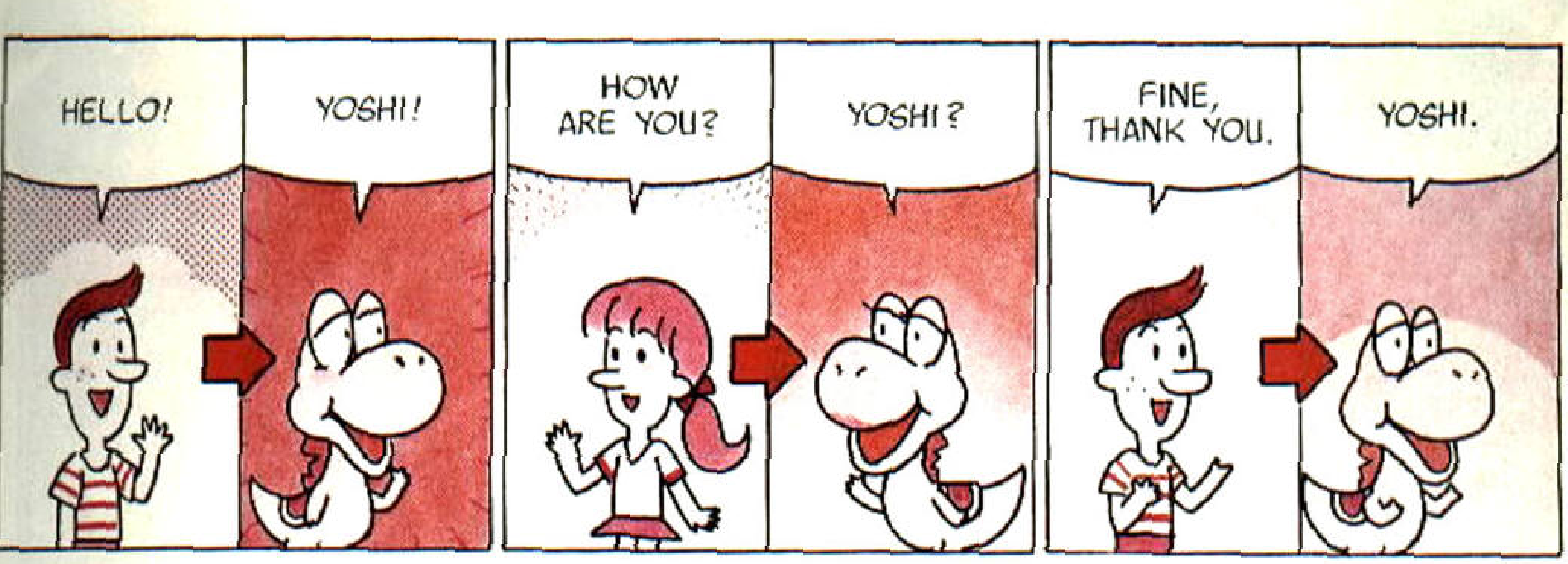

BACK AT THE COOKOUT...
CLOP CLOP
≷HUFF, HUFF≶ I CAN'T RUN ANOTHER STEP!
SCHLOOP!
DON'T EAT ME!
HELP!
LUIGI! OVER HERE!
YIEEEEE!
WHEW! THAT WAS A CLOSE ONE!
WHA...?!
RUSTLE
A KING-SIZED CATERPILLAR!
SKITTLE SKITTLE
YIKES!
HANG ON, WEEGE!
BOING!
BOP!
GRRRRR
NOW IT'S REALLY MAD!
CHARGE
CHARGE

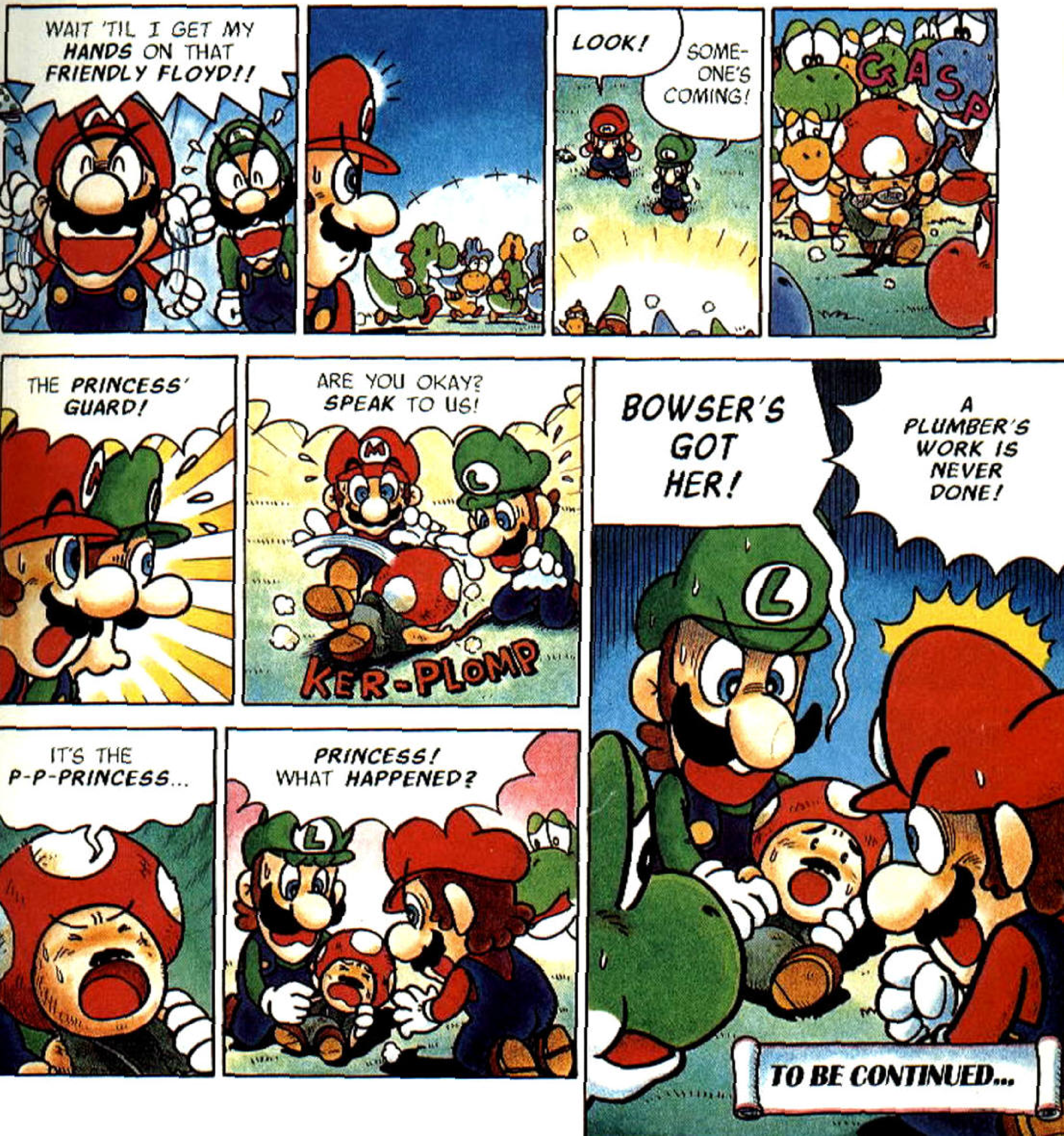

SKEDADDLE
LET'S RUN FOR IT!
SKEDADDLE
OH, NO!
A CENTIPEDE SANDWICH!
OR A DINOSAUR DINNER! WE'RE DONE FOR!
SKA-LOP
YOU'VE BEEN A GOOD BROTHER, MARIO...
SKA-LOP
GOBBLE GOBBLE
. . . .
MUNCH. MUNCH. MUNCH.
IS IT OVER YET?
HEY, WEEGE...I THINK WE'RE STILL HERE.
YIKES! WHAT A FIGHT!
LET'S GET WHILE THE GETTIN'S GOOD.
TIPPITY-TOE


YOSHI!!
DON'T LOOK NOW, BUT...
HE'S AFTER US!
YOSHI, YOSHI, YOSHI.
PLEASE DON'T EAT ME!
PLUMBERS TASTE TERRIBLE, YOU KNOW!
YOSHI, YOSHI.
LISTEN-- HE SOUNDS KIND OF FRIENDLY.
YOSHI, YOSHI, YOSHI.
I THINK HE LIKES US.
YOSHI.
YOU WANT US TO HOP ON?
YOSHI!!
CLOP CLOP
WHERE...??
WHO KNOWS? HOLD ON!
VROOOM!


YOSHI VILLAGE
YOSHI
YOSHI
I HOPE THEY'RE NOT DISCUSSING WAYS TO COOK US!
CHILL OUT, WEEGE.
WELL, HOWDY, STRANGERS!
HAVEN'T SEEN YOU IN THESE PARTS BEFORE.
WHO ARE YOU?
WHY, I'M FRIENDLY FLOYD. NEED A TOOTHBRUSH? LIGHTBULB? ELECTRONIC IGNITION FOR YOUR CAR? YOU NAME IT, I'VE GOT IT!
SORRY, WE'RE NOT HERE TO SHOP, FLOYD.
WHERE IS "HERE," ANYWAY?
THIS FINE LITTLE BURG IS YOSHI VILLAGE.
MY PAL HERE, YOSHI, IS THE CHAIRMAN OF THE DINO CHAMBER OF COMMERCE.
WHY WAS THE D.C. CHAIRMAN TRAPPED INSIDE AN EGG?
YOSHI, YOSHI, YOSHI.
HE SAYS IT WAS ON ACCOUNT OF KOOPA'S CURSE.
KOOPA?!

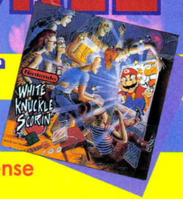

ACCORDING TO YOSHI, SOME VILLAGERS WERE *KIDNAPPED* AND WHEN HE WENT TO *RESCUE* THEM, KOOPA COOPED HIM UP IN AN *EGG*. THAT'S THE STORY IN A *NUTSHELL*--OR SHOULD I SAY, *EGGSHELL*.
THAT KOOPA WILL STOP AT *NOTHING!*
WHAT A *BRUTE!*
YESIRREE, THE WHOLE AFFAIR'S BEEN BAD FOR BUSINESS. SAY, HOW ABOUT HELPING ME OUT--I'LL GIVE YOU A GREAT DEAL, AND THE MERCHANDISE IS A-NUMBER-ONE, GUARANTEED FIRST QUALITY.
WHAT WE NEED IS AN *INTERPRETER!*
SORRY, PAL, I CAN'T HANG AROUND. TIME IS *MONEY*, YOU KNOW.
BUT I MIGHT HAVE *JUST* THE TICKET. *ACME'S YOSHI LANGUAGE LEARNER*, COMPLETE WITH STEP-BY-STEP INSTRUCTIONS. ONLY *3,000 COINS!*
3,000! WHAT A *RIP OFF!*
DID I SAY 3,000? MAKE THAT *10* COINS, SINCE YOU'RE FRIENDS OF *YOSHI*.
Yoshi Language
THAT'S BETTER. WE'LL TAKE IT!
I'VE GOTTA *RUN*. DON'T TAKE ANY WOODEN COINS, *HEH, HEH*.
LET'S GET *STARTED!*
FIRST, LOOK UP HOW TO ASK ABOUT *FINDING* A *PRINCESS!*
GOOD IDEA! LET'S SEE...
Yoshi Language Series Level One


HELLO!
YOSHI!
HOW ARE YOU?
YOSHI?
FINE, THANK YOU.
YOSHI.


WAIT 'TIL I GET MY HANDS ON THAT FRIENDLY FLOYD!!
LOOK!
SOME-ONE'S COMING!
GASP
THE PRINCESS' GUARD!
ARE YOU OKAY? SPEAK TO US!
KER-PLOMP
BOWSER'S GOT HER!
A PLUMBER'S WORK IS NEVER DONE!
IT'S THE P-P-PRINCESS...
PRINCESS! WHAT HAPPENED?
TO BE CONTINUED...

Nintendo

WHITE KNUCKLE SCORIN' WITH TRIXTER CONTEST



Win an all-expense paid trip to see TRIXTER IN CONCERT!

White Knuckle Scorin' comes with a comical story featuring Mario, Luigi, Princess Toadstool and other characters from the Super Mario Bros. series.

White Knuckle Scorin' features a wide variety of recording artists and is available on LP, cassette and compact disc from

MCA®

Drop by your local record store and check it out!

GRAND PRIZE

- MEET THE BAND AND GO BACKSTAGE
- HAVE DINNER WITH THE BAND
- WIN AN OFFICIAL TRIXTER TOUR JACKET
- SCORE A NINTENDO GAME BOY SYSTEM

TRIXTER
Nintendo GAME BOY

SECOND PRIZE

100 WINNERS!

A COPY OF WHITE KNUCKLE SCORIN'
(your choice of cassette or compact disc)
AUTOGRAPHED BY MARIO!

Nintendo
WHITE KNUCKLE SCORIN'
Nintendo
WHITE KNUCKLE SCORIN'

TO ENTER:

print your name, address, phone number, age and answers to the following question on a postcard or plain 3"x5" piece of paper.

NAME THREE RECORDING ARTISTS WHO CONTRIBUTED A SONG TO THE WHITE KNUCKLE SCORIN' ALBUM.

1. ? 2. ? 3. ?

Mail your entry to this address:

WHITE KNUCKLE SCORIN' WITH TRIXTER CONTEST
P.O. Box 97062
Redmond, WA 98073-9762

Official Contest Rules
(no purchase necessary)

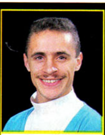
All entries for the White Knuckle Scorin' With Trixter Contest must include name, address, phone number and age. All entries must be postmarked no later than April 1, 1992. The winners will be selected on or about April 15, 1992 from among all eligible entries. One entry per person, please. Grand Prize winner will be notified by phone. Second Prize winners will be notified by mail. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purposes of advertisements or promotions on behalf of "Nintendo Power" magazine or Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after April 30, 1992, send your request to the address provided above.

GRAND PRIZE: Nintendo will arrange air travel and accommodations for the Grand Prize winner and one guest to attend a Trixter concert. If the winner is under the age of 18, he or she must be accompanied by a parent or acting guardian. Value of the Grand Prize is approximately $2000. The actual date of the trip is subject to final determination by Nintendo of America. This contest is not open to employees of Nintendo of America Inc., their affiliates, agencies, or immediate families. Void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state, and local laws and regulations.

COUNSELORS' CORNER!

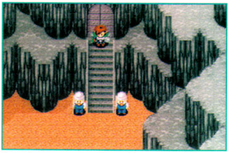
LAGOON

WHERE CAN I FIND THE HEALING POT?

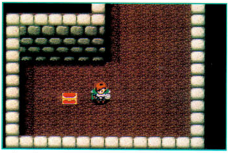


Tom Liotta

To find the first Healing Pot and make Nasir's journey in Lakeland easier, you must go to the Gold Cave. From the entrance, go left, up, right and up again. Now take the first left you come to and the first way up. Once again take the first left, then continue to follow the path until you reach the Treasure Chest. Inside you'll find the first Healing Pot, which increases your Health Points.



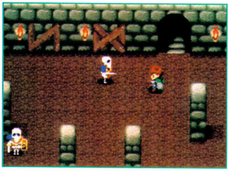
From the entrance to the Gold Cave, go left, up, right, up, left, up and left. Now follow the path.



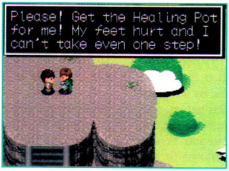
Follow the path until you reach the Treasure Chest. Inside is the Healing Pot, which raises your HP.

HOW DO I RESCUE GILES?

Before you can rescue Giles, you'll have to find him in the Gold Cave. Start at the entrance and take the following path: go left, up, right, up, left, up, left and through the door. Then turn right and go through the next door. Now continue by moving right, up, right, up and then take the door. Giles is outside on the mountain top, and he is injured. Give him the Healing Pot and lead him back to Atland through the Gold Cave. On the return journey, don't expect Giles to keep up with your pace. He moves quite slowly. After all, he has been sick. Don't worry about protecting him from monsters, however, as Giles is invincible to attack.

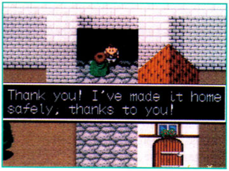


To find Giles, follow the winding route through the Gold Cave as indicated in the directions above.



Please! Get the Healing Pot for me! My feet hurt and I can't take even one step!

Giles is on the mountain top and he is injured. Give him the Healing Pot that you found in the cave.



Thank you! I've made it home safely, thanks to you!

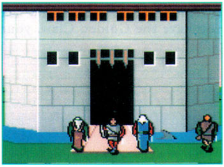
Now return to the cave, taking Giles with you. Bring him back to the village of Atland.

DRAKKHEN

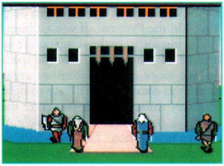
HOW DO I GET PAST THE SHARK?

Jeff Suddath

The first way to get past the shark is to place a character at the foot of the bridge facing the castle. When the shark passes under the bridge and appears on the right side, sprint across. The second method is to wade into the water to the left of the bridge. Gently tap the controller to the right when the shark goes under the bridge. When the shark appears on the right side of the bridge, run into the castle.



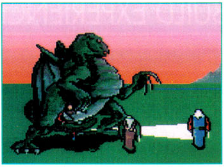
At the instant the shark fin shows up on the right side, run forward to the castle.



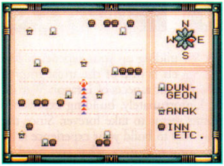
Wade into the moat. When the shark goes under the bridge, move onto the bridge at the right.

HOW DO I GET PAST THE ROAD?

When you try to cross the glowing road of arrows east of Hordkhen's Castle in the middle of the map, monsters appear and block it. There are two ways to fool the monsters and cross the road. First, you can turn around and walk backwards toward where the monsters wait, proving the theory that what you can't see can't hurt you. The second method is to circle around to the north and cross over to the eastern side.



To avoid monsters on the Glowing Road, face West and walk backwards to the East.



The second method to cross the road is to circle around to the north before heading east.

Say Hello To The "E3" Team

The "E3" Team at Nintendo of America stands for "Evening Shift, Team Three." From left they are: Roy Binder, Casey Pelkey, Jeffrey Decker, Dennis Carino, Elaine Hutchison, Tony Burgess and Heather Wayman. Jon Gibson is in front on the left along with Geo Smith. Not pictured is Mike Frazier, last seen headed toward Cafe Mario. By night and by day, at work and at play, E3 Team members never cease in their preparations to answer the toughest, rarest and weirdest video game questions in America. They are the "Unstumpables." If you're losing sleep over a game, these are the pros who can help you.

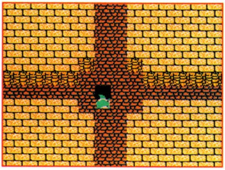
MAPS
CODES
TIPS
GAME BOY

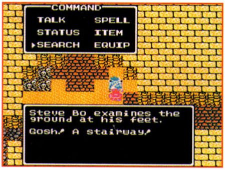
DRAGON WARRIOR III

HOW DO I FIND THE GOLDEN CLAW IN THE PYRAMID?

Clif Moore

The Golden Claw is hidden deep in the Pyramid. If you go hunting for it, make sure you are at level 21 or above, because magic spells do not work in the basement areas where you must go. You'll have to fight your way through. Once you enter the Pyramid, walk north to the middle of the first intersection. There you will fall into the pit to the first basement. Now search the lower right section of the basement to find a hidden staircase to the second basement. In the second basement, follow the path until you find the coffin on the altar. Search the coffin for the Golden Claw. Now that you have the Golden Claw, your chance of meeting monsters increases four fold.


If you are at level 21, enter the Pyramid, walk north to the intersection and drop into the hole.

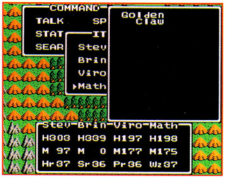


Steve Bo examines the ground at his feet.
Gosh! A stairway!

Go to the lower right basement corner. Search for the hidden stairs, then find the coffin on the altar.

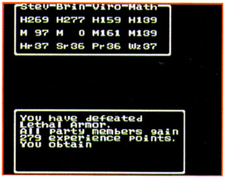
HOW DO I BUILD EXPERIENCE QUICKLY?

Building up your experience levels is one of the most important aspects of Dragon Warrior III. Unfortunately, building experience points seems to take forever. Since the only way to build your experience is by defeating monsters, what you need to hurry up the process is to meet more monsters. Go monster hunting once you have the Golden Claw. You'll meet four times as many monsters as you would without it. Follow the instructions above to find the Golden Claw in the Pyramid.



Stev-Brin-Viro-Math
H303 H339 H197 H198
M 97 M 0 M177 M175
Hr37 Sr36 Pr36 Wz37

Don't sell the Golden Claw immediately after getting it. Use it to help build your Experience.

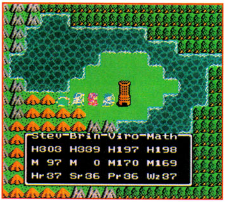

Stev-Brin-Viro-Math
H269 H277 H159 H139
M 97 M 0 M161 M139
Hr37 Sr36 Pr36 Wz37

You have defeated Lethal Armor.
All Party members gain 279 experience points.
You obtain

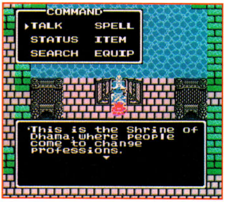
Once you have the Golden Claw, head out into the wilderness to battle monsters.

HOW DO I BECOME A SAGE?

If you want one of your party members to become a Sage, you'll have to travel to the Tower of Garuna northwest of Jipang. Inside the Tower is the Book of Satori. To find the Book you must climb up to the fifth floor of the Tower, battling monsters and mapping your route. On the fifth floor you'll find a tightrope. Fall off the middle of the tightrope into the chasm. At the bottom of the chasm you'll find the Book of Satori in a treasure chest. Now go to the nearby Shrine of Dhama where characters can change their professions. Have the party member who is to become the Sage activate the USE command on the Book. Your character now becomes a Sage, one of the most powerful magic users in the game. Only your hero character cannot become a Sage.


Stev-Brin-Viro-Math
H303 H339 H197 H198
M 97 M 0 M170 M169
Hr37 Sr36 Pr36 Wz37

Go to the Tower of Garuna to find the Book of Satori. Fall off the rope on the fifth floor.



'This is the Shrine of Dhama, where people come to change professions.

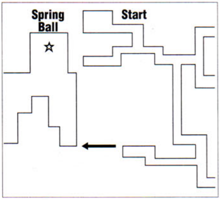
At the Shrine of Dhama your character USES the Book and becomes a Level One Sage.

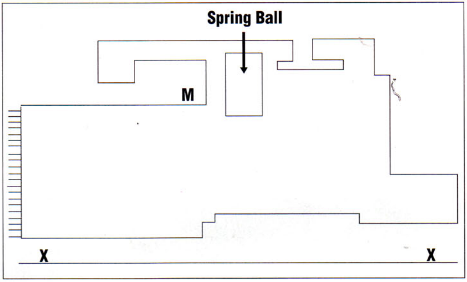
METROID II

HOW DO I REACH THE SPRING BALL?

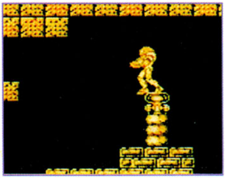
Mike Robertson

The Spring Ball is located in one of the early caverns, but it's easy to miss. If you have between 27 and 34 Metroids left to defeat, you're in the right area. Look for two Save Points close together and then exit the left door. Spider Ball up the wall of platforms then defeat the Metroid in the upper room. Now bomb your way down to get the Wave Beam. Return to the Metroid room, go outside and roll up to the top of the area. Now head right and down into the narrow passage. Bomb left through the wall to the Statue's chamber and get ready for a surprise. The Spring Ball crystal will come to life when you jump on it! The only way to destroy the Spring Ball is by rolling up in a ball and bombing continuously. Once you defeat it, you'll win the Spring Ball.

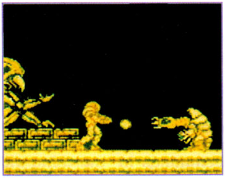




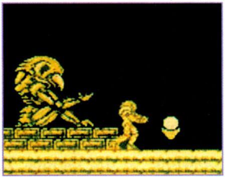
To reach the Spring Ball you must be in the area where 27 to 34 Metroids have yet to be destroyed. From the ship, head down and to the right, then take the left tunnel as shown above. Look for the two Save Points (X), defeat the Metroid (M), get the Wave Beam below, then go back up to get the Spring Ball.



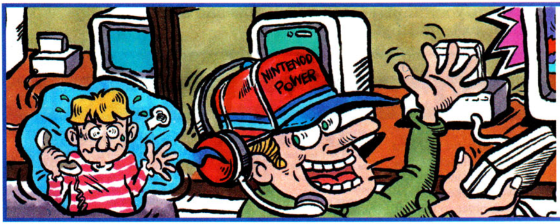
Use the Spider Ball to roll up to the top. The Wave Beam is useful in this area.



If you shoot the Artifactor Statue, the ball comes to life, but it seems to be invincible.



Only one attack will work against this enemy. Roll up in a ball and use your bombs against it.



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A Strange History

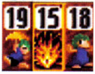
Lemmings don't waste time thinking. In fact, the real little rodents have a curious history of marching mindlessly off cliffs, into water, and smack into other perilous situations, totally oblivious to the danger. The Lemmings in Sunsoft's new Super NES game are much like the real things. They drop out of a trap door and start walking without any thought to their destination or purpose. It's up to you, the player, to guide them safely to the exit—and that's not as easy as it might sound. You'll have to assign them special skills to get them to create bridges, blast through obstacles, or dig down to openings below. And they just keep marching with total disregard for their safety while you decide how to reach the exit. With more than 120 progressively difficult puzzles, it's a great challenge for players who like to solve problems and save Lemmings.

I don't know where, but I'm going.

When you first see the area and location of the exit, pause the game and plan out what you'll have to make the Lemmings do in order to reach it.

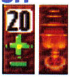
SELECT A SKILL

Press X or Y to select the icon for the skill you want, then put your cursor on a Lemming and press A to assign it the skill.



FAST FINISH

To speed things up, raise the Lemmings' release rate. To start over or use up the clock, bomb the remaining Lemmings.

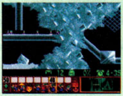


Hurry up. Let's get moving!

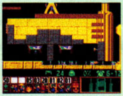
The Lemmings may be in a big hurry, but they'll never reach their destination unless you take the time to teach them some special skills. The number of Lemmings that can be assigned to each skill is shown above the individual icons.

BASHER

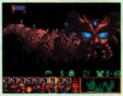
Bashers can churn through many of the obstacles that block the Lemmings' paths. Press A and assign the skill just as the Lemming is about to reach the roadblock.



LEVEL 5 FUN A Basher can break through walls that look like solid granite. The other Lemmings turn back at the wall until the path is clear.

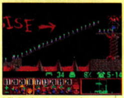


LEVEL 4 TAXING They can also blast through big bricks to tunnel under obstacles that they can't break, like the solid concrete blocks above.

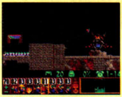


LEVEL 15 TAXING They can even tunnel through obstacles like this monster's head! Whenever you want to create a direct path, try using a Basher.

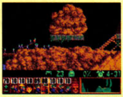
BUILDER



LEVEL 16 FUN By keeping a builder on the job, you can bridge even large gaps. Keep the others occupied while the bridge is under construction.



LEVEL 21 TAXING In this situation, build a ramp above the exit so the Lemmings won't be fried by the fire that shoots out horizontally.

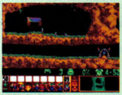


LEVEL 18 TRICKY This level is tricky indeed. The exit is hidden in the boulder on the stone ledge. Use a Builder to construct a ramp up to it.

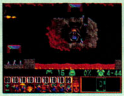
Builders are one of the handiest Lemmings. They can bridge huge gaps and build platforms, but they build only short sections, so you have to keep an eye on them.

DIGGER

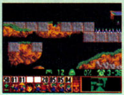
Diggers are maniacs for hard work. They tunnel straight down through most surfaces, and they don't stop until the job is done or you assign them new job tasks.



LEVEL 1 FUN You will learn to use Diggers in the very first level. The exit is visible below, so you'll have to dig down in order to reach it.

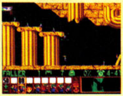


LEVEL 26 TAXING This area does look taxing, but you can use a Lemming that falls from the door above to dig through the ledge to the exit.

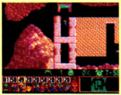


LEVEL 12 MAYHEM Use one Lemming to dig through the soil, then do some fast building to prepare the way to the exit for all of the others.

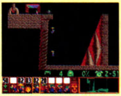
FLOATER



LEVEL 2 FUN Floaters drift gently down; Fallers, on the other hand, go splat. You'll have your first opportunity to float in the second level.

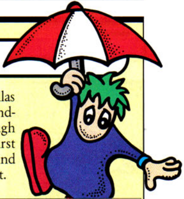


LEVEL 12 TRICKY Float one Lemming down and quickly begin to build ramps up to catch the others. While the first one builds, float the Fallers.



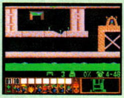
LEVEL 16 TAXING The first step in this level is a doozy. You can use only four Floaters, so block the rest as they come out and build quickly.

Floaters pop out umbrellas and drift to graceful landings. If there aren't enough umbrellas, make the first Lemmings float down and build ramps for the rest.

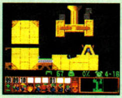


MINER

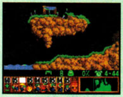
Talk about tough! Miners tunnel through hard surfaces at an angle, which comes in handy when you want the other Lemmings to descend gradually instead of falling.



LEVEL 4 FUN There's nowhere to go but down! Use your single Miner to tunnel a path to the lower level, then make all of the Lemmings climb.



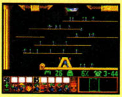
LEVEL 23 TRICKY Begin by using a Basher to tunnel through the center block, then climb out and pick a path back to free the rest of the pack.



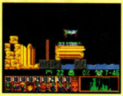
LEVEL 27 TRICKY Set a Blocker, then have a Miner dig at an angle that will make the tunnel open low enough to let the Lemmings land safely.

BLOCKER

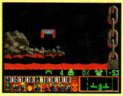
Blockers stop in one place and turn other Lemmings back in the opposite direction. There's no way to move or change them, so once they're set, you can't save them.



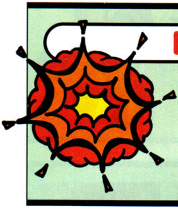
LEVEL 3 FUN Set Blockers at the end of ledges to keep the others from walking off the ends. It's fortunate that you don't have to save 100%.



LEVEL 29 FUN You have plenty of Blockers in this level. Set one on the right to keep Lemmings out of the drink, then begin to tunnel to the left.

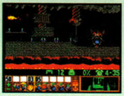


LEVEL 15 MAYHEM You have to step lively in this level! First, set a Blocker on the right, then pause and rush over to set one on the far left.

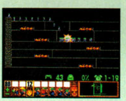


BOMBER

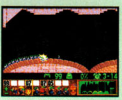
Like the Blockers, Bombers sacrifice themselves to save the other Lemmings. Use them to blast through ledges and to blow holes in the ground.



LEVEL 6 FUN Timing is critical with Bombers because they wait five seconds to explode. Set one to go off beside the pillar as shown above.



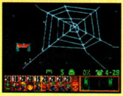
LEVEL 18 FUN Bombers are your only choice in this level. Set them to go off above areas that will be safe for the other Lemmings to land in.



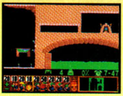
LEVEL 25 TAXING When you don't have Blockers, you can use Bombers to create pits that will hold the pack while you build essential ramps ahead.

CLIMBER

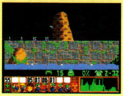
Once a Climber, always a Climber. You have to keep tabs on them. They don't turn back at obstacles like the other Lemmings do—they just start climbing again.



LEVEL 20 TAXING Select the climbing icon and press A just as a Lemming reaches an obstacle. It will climb until something blocks it from above.



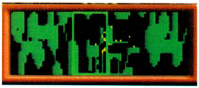
LEVEL 11 TRICKY If you time it carefully, you can use the Climbers to blast through walls. Set it so they explode at a weak point in the wall.



LEVEL 7 TAXING You have to tunnel through some rocks in the same direction the arrows point. Climb over, turn around and come back to bash.

Zoom in on the hot spots!

When things are happening really fast, scrolling with the Left and Right Buttons uses valuable time that might make you miss important moves. You can move around more quickly by using a special technique. To move to a new location, put your cursor at that point on the map in the lower right corner. When you press the A Button, you will pop to that place instantly!

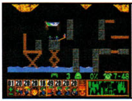


Take a look at these tough ones!

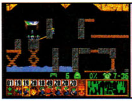
The levels become more challenging as you move up, and it helps to learn strategies in the early stages. Later, you'll have to figure out solutions to new problems. Below are techniques that work in a few of the more difficult levels.

TRICKY—LEVEL 13

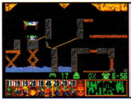
There's no time to lose at the beginning of this tricky level. You have to start building and set blockers right away to keep the loony Lemmings from taking a plunge, and you have to rescue 70%.



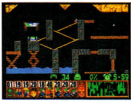
Use the first Lemming to start building a ramp up to the right, then set the next two that emerge as Blockers to keep the others in the center.



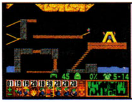
When your Builder completes the ramp, make him a Climber. Before he drops off to the right, turn him into a Floater so he won't splat land.



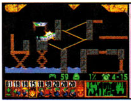
Make the Floater begin building immediately when he lands. Build to the upper right as shown, then turn back and build towards the center.



When the Builder hits the center and turns around, let him walk all the way back up the ramp to the right. Start building the next two ramps.



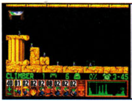
Now walk over to the right, float down, and continue to the right side of the platform. Make your Lemming build a short ramp over to the exit.



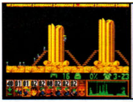
Move back to the center and create an explosion to take out the upper ramp. The Lemming horde can now march to the exit with time to spare.

TAXING—LEVEL 1

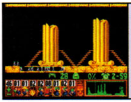
You must rescue 99% of the 100 Lemmings released in this level. The task is made doubly hard because you have so few skills to assign: you start with eight Builders but only two of everything else.



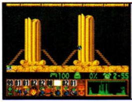
Use your few skills economically. Assign climbing skills to your first Lemming, and let him continue while the rest walk around waiting.



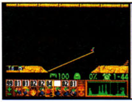
After your Climber reaches the top of the broken column, give him floating skills so he'll land safely and be able to cross to the next column.



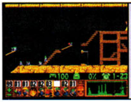
In the meantime, use a Digger to start a hole, then change him into a Basher. Bash a tunnel to the right to meet up with the ramp you'll build.



As your first Basher begins digging the tunnel below, you should change your Floater into a second Basher to dig through the second column.



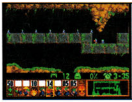
After he bashes through the column, have your first Lemming build a bridge to the right. Place it low so the tunnelers can meet up with it.



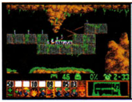
Your first Lemming should still be leading the way. Have him build a ramp to link the two portions of bridge and lead to the exit above.

MAYHEM—LEVEL 6

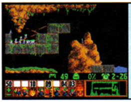
You'll begin this level with only five Diggers, five Miners, 15 builders, and 10 Bombers. You can't use any of the Bombers, though, because you have to rescue all of the 75 Lemmings released!



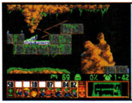
The first Lemming released is your workhorse. Have him start building a ramp to the next level as soon as he drops into the pit on the right.



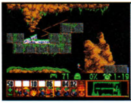
When you finish the first ramp, have a Lemming dig through it so none of the others can climb up. Build up to the left then back to the right.



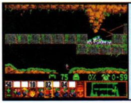
Walk over the concrete blocks and drop onto the crag below. Go to the right and mine a chunk out of the mountain to create a dead end.



Turn back at the dead end and walk over to the notch on the left. Begin digging down to the point at which you can bridge across to level land.



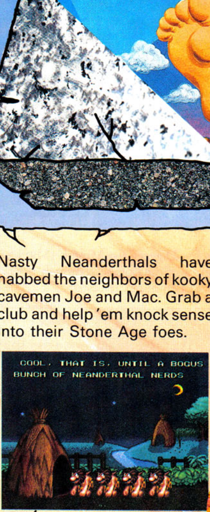
While the rest of the Lemmings continue to mill around in the pit above, build a bridge over to the left to prepare a safe path for them.



Start a bridge over the final gap. While the first Lemming builds, hurry back up to repair the ramp you dug through earlier.

JOE & MAC

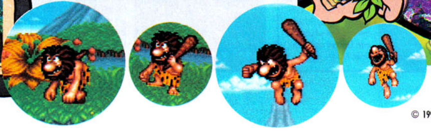
Nasty Neanderthals have nabbed the neighbors of kooky cavemen Joe and Mac. Grab a club and help 'em knock sense into their Stone Age foes.



COOL, THAT IS, UNTIL A BOGUS BUNCH OF NEANDERTHAL NERDS

CAVEMAN ANTICS

Jump into the action-packed world of Joe and Mac and take on a band of prehistoric plunderers in this two-player simultaneous thriller from Data East. It's survival of the fittest and funniest in 12 awesome stages of devious dinosaurs, tricky pterodactyls and other crazy creatures. Joe and Mac are happy heroes who swing their clubs, toss caveman weapons and leap high into the air with acrobatic ease. Since there are three levels of difficulty, you can set the challenge according to your own game-playing skills. Start fighting and secure your position on the evolutionary ladder.



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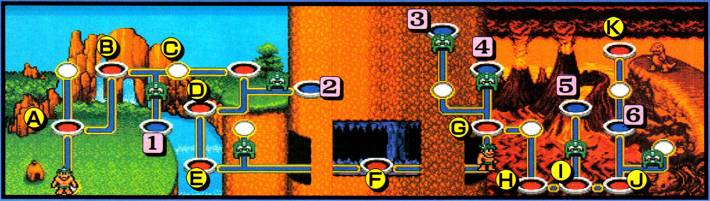
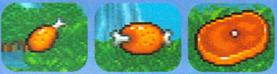
JOE & MAC'S MAP

Take a look at the prehistoric world before you set off for an awesome adventure. Action stages are labeled with letters and Bonus Stages are marked with numbers. You can collect special Keys in hidden areas to clear away the blocking makers.



EAT UP

If you club everything in sight and demonstrate some awesome caveman moves, you'll find plenty of energizing food in every stage. Meat comes in three sizes. Small chops refill a half-Heart, medium sized roasts refill a full Heart and big steaks refill a Heart-and-a-half. Eat right and serve your enemies their just desserts.



TWICE THE FUN

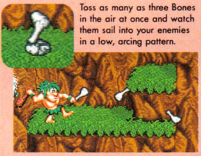
Two-player simultaneous action allows for both Joe and Mac to get into the action and take on the enemies as a team. If you choose the Two Player Super Game option, you'll have to make sure that you get out of the way of your partner's fire or you'll get hit.

JOE 02
x0
MAC 02
x0

JOE & MAC ATTACK

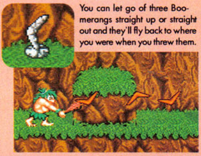
You'll find four types of weapons in your caveman travels by cracking open Eggs and jumping up to hard-to-reach areas. Switch from one weapon to the next by pressing the Select Button.

BONES



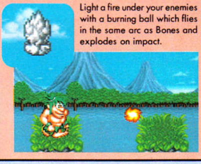
Toss as many as three Bones in the air at once and watch them sail into your enemies in a low, arcing pattern.

BOOMERANGS



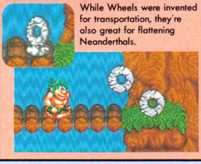
You can let go of three Boomerangs straight up or straight out and they'll fly back to where you were when you threw them.

FIRE



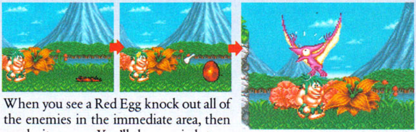
Light a fire under your enemies with a burning ball which flies in the same arc as Bones and explodes on impact.

STONE WHEELS



While Wheels were invented for transportation, they're also great for flattening Neanderthals.

HUNT FOR HIDDEN STAGES

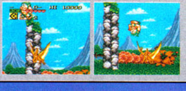


When you see a Red Egg knock out all of the enemies in the immediate area, then crack it open. You'll be carried to a Power-Up packed hidden stage.

STAGE A RESTING REX

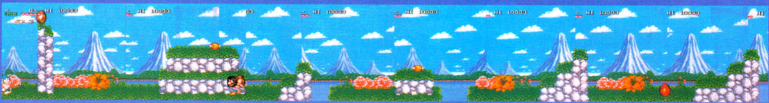
A huge Tyrannosaurus Rex sleeps at the end of this short, rocky stage. Watch for small Pterodactyls and Neanderthals along the way and get ready for a big battle with the Tyrannosaurus. If you're equipped, you'll knock out this big bully in a hurry.

FLY AND CRACK



Ride on the back of a Pterodactyl and jump up to the Egg. Then crack it open and collect a Boomerang.

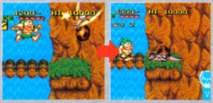
START



STAGE B PLANTS AND GEYSERS

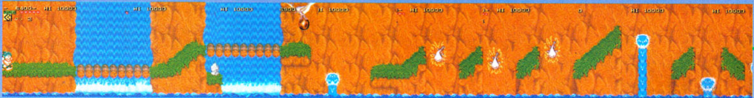
On your approach to the giant Caveman-Eating Plant, you'll encounter several large gaps between rocky cliffs. The only way to cross these gaps is to ride on the geysers which shoot out from the water below. Watch them carefully and jump when the moment is right.

INCOMING ITEM

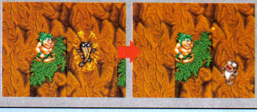


A Pterodactyl flies into this area carrying an Egg. Hit it while it's flying over solid ground and grab the item from the Egg when it cracks.

START

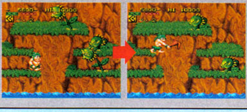


UNPLUG THE FISH

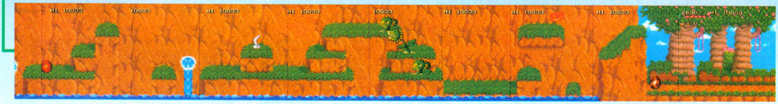


Electric Fish pop straight up out of the water in this area. Hit 'em once and they'll never show up again.

PULL UP THE WEEDS

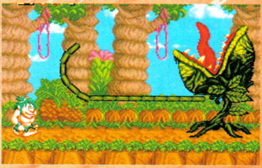


Small versions of the Caveman-Eating Plant appear here. Hit them before they have a chance to spit Seeds.

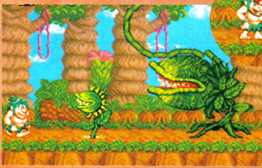


NIP IT IN THE BUD

The Caveman-Eating Plant grows out of the ground at the end of this stage. Stay at the left edge of the screen and toss your weapon, making sure that you're not hit by it's whip-like Vine. You can also run to the right edge when the Plant is stunned.



Stay away from the Plant's whip-like Vine.

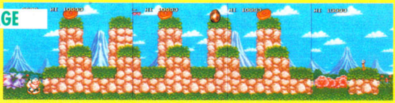


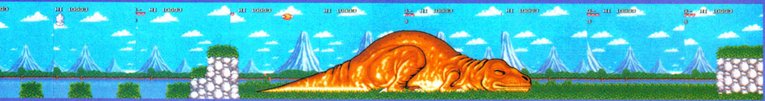
Small Plants spout from the big one's Seeds. Watch out!

HIDDEN STAGE

A pink creature pops out of the Red Egg and takes you here.

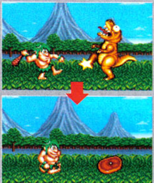
Steak	**X 3**
1-Up	**X 1**
Key	**X 1**





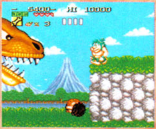
DINO FEAST

If you defeat the small Dinosaur that guards the Tyrannosaurus Rex, you'll feast on a Dino Steak before your big battle.

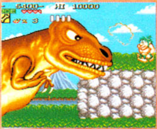


MONSTER AWAKES

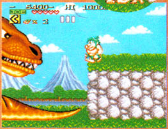
Seconds after you pass the Tyrannosaurus Rex, it will wake up and go after you. Toss weapons at this big lug from the edge of the cliff and back up when it gets too close.



Jump up to the edge of the cliff and toss weapons towards the monster.



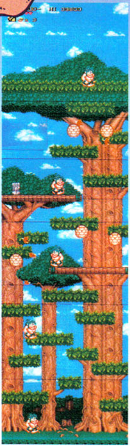
Back away from the edge when the monster charges.



Your high perch will keep you safe from the monster's tail.

STAGE C

POOTERANODON

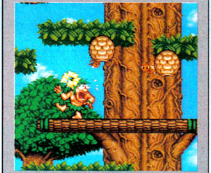


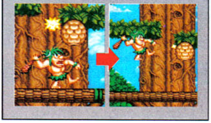
BEE HIVES

The tree home of the Pooteranodon is littered with huge prehistoric Bee Hives. Try to avoid the Bees and knock down their Hives or move on up, out of Bee reach.

BLAST THE BEES

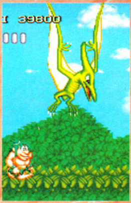
The Bees will disappear once you've climbed out of range or knocked down their Hives. If you hit the Hives from below, move out of the way.



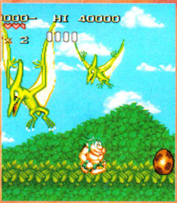


AIR ATTACK

The huge Pooteranodon is a giant Pterodactyl-like creature which attacks from above and occasionally swoops in close to the ground. Hit it when you can and jump to avoid quick strikes.

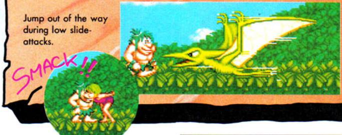


Toss your weapon upward as the creature attacks.



Aim for the small creatures that hatch on the fly.

Jump out of the way during low slide-attacks.

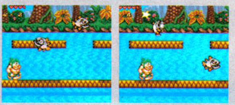


STAGE D

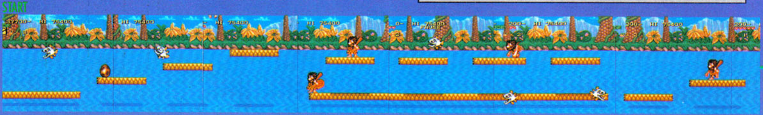
RIVER RUN

Action on the river scrolls automatically. If you stay too close to the left edge of the screen, you may get knocked off the floating platform. Jump from one platform to the next and hit the prehistoric Piranhas that leap out of the water in large groups. Stay on guard and prepare for your fight with the Fishosaurus.

POUNCING PIRANHAS

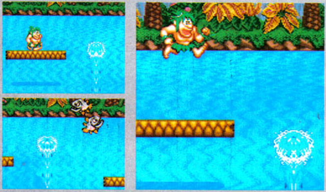


Piranhas jump out of the water in a high arc. Hit these fierce fish in the air and knock them back to where they came from.



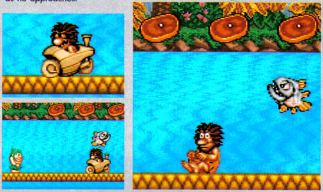
CLEAR THE WAY

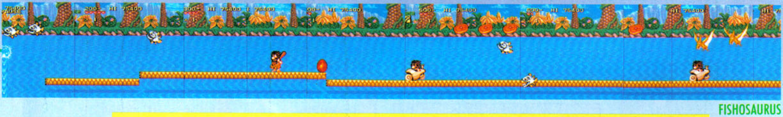
Before you try the tricky leap from platform to Geyser to platform, hit all of the Piranhas in the immediate area. Then, when the air is clear, start hopping.



HIT THE BRAKES

A Neanderthal speeds through this area and attempts to run you over. As soon as you see the Steaks you'll know that the Neanderthal is on his way. Hit him as he approaches.

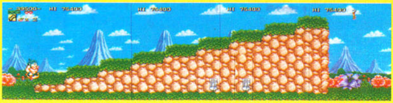




HIDDEN STAGE

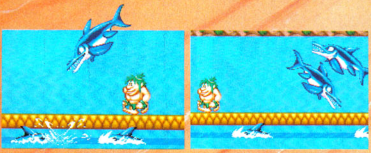
Hit the Red Egg when all of the enemies in the area are gone and fly off to this special place.

1-Up	**X 2**
Key	**X 1**



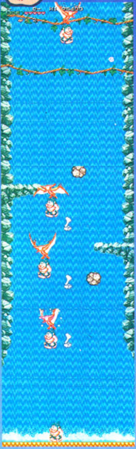
SINK THE FISHOSAURUS

A school of the shark-like Fishosaurus fly out of the water sometimes three-at-a-time at the end of the stage. Run to the center of the screen and hit these finned fiends as they fly out of the water on either side.

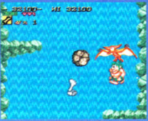


Make your way to the center of the screen and try to hit the Fishosaurus before they can catch up to you.

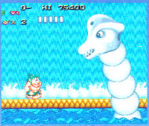
STAGE E WATER FALL



You'll slowly be carried down the waterfall by a tired Pterodactyl. Avoid the falling Rocks and save your energy for the fight at the bottom.



Stay on one side of the screen to avoid the falling Rocks.

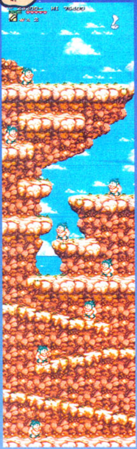


Hit the Ultrasaurus as it charges and avoid its fish-spitting attacks.

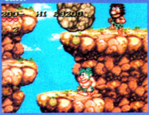
ULTRASAURUS

STAGE G CLIFF SIDE

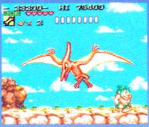
POOTERANODON



You'll climb up the crowded slope of the cliff and take on another Pooteranodon in this short stage. Take it easy and try to save energy while you can.



A Neanderthal drops a huge boulder mid-slope. Move out of the way.



The Pooteranodon attacks from above and from the side. Hit it and move away.

STAGE F

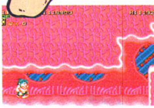
STAGE H

STAGE I

STAGE J

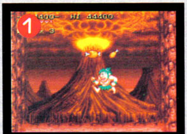
STAGE K

FINAL

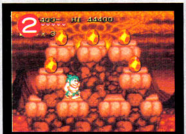


CLEAN UP IN THE BONUS STAGES

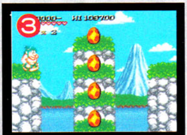
In some stages, after you break the Red Eggs, you'll fly to hidden areas. These sections always contain a Key. Collect the Keys and use them to pass the markers that block your way on the map and enter the blue Bonus Stages. In these areas, you can earn energy, items and 1-Ups by performing a few simple tasks. Find them on the map and give them a try.



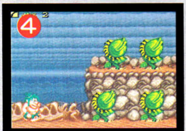
Grab the Meat before it drops and disappears to earn a 1-Up.



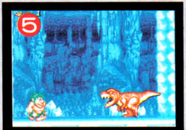
Break a single Egg in this room and you'll earn the contents.



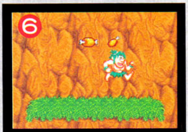
At least one of the Eggs in this room holds a 1-Up. Crack it open.



Miniature versions of the Caveman-Eating Plant attack here.



Fight a band of small Dinos for Steaks in this Bonus Stage.

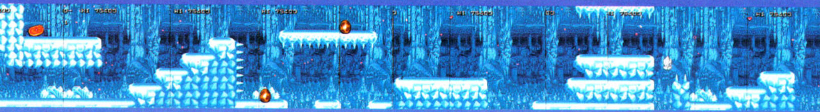


This last Bonus Stage is like the first one. Go for the 1-Up.

ICE AND SNOW

The slippery surface of this ice cave can cause you to slide into the spikes. Watch your step and make sure to grab the 1-Up near the beginning.

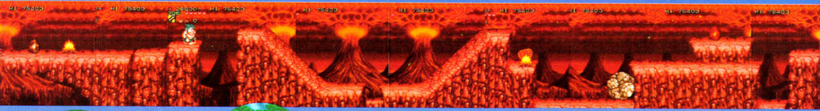
The surface in
contact with the
platforms or ba



VOLCANO

After your cold reception in the Ice Cave, you'll be ready for a change in climate. Get ready for a scorcher on the Volcano.

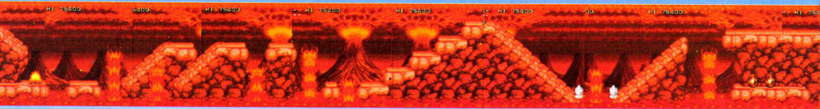
The rock forma
Leap across th



Make sure th
the screen, th
Hidden Stage

LAVA POOLS

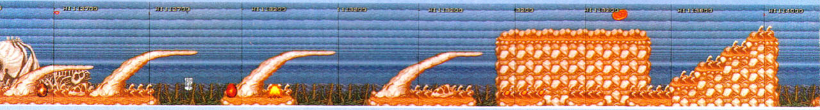
Your journey into the unstable land masses continues in this molten stage. Watch for fire bursts and Pterodactyl Eggs.



TAR PITS

Dozens of dinosaurs have sunk into the muck in this area and met with an untimely end. Don't let this happen to you.

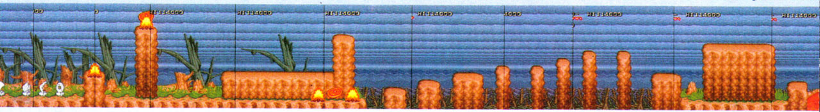
You'll find a 1-U
the back of a P
it dives.



MUD POTS

There isn't a lot of land in this approach to the last big dinosaur. Proceed with caution and hitch a ride whenever you can.

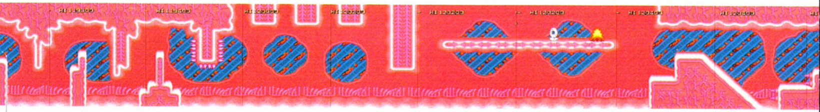
If you don't hav
chance to stock
grab the items



INSIDE THE DINO

In case you were wondering what makes a dinosaur tick, you'll find out in this final journey. Be careful!

Neanderthals ra
them gang up o

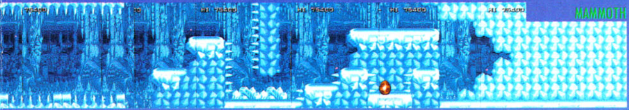


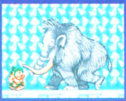
is area is lined with spikes. You can avoid spikes by jumping on the small, flat ancing on the Rocks that roll over the spikes.

You'll find a 1-Up high in the air near the end of this stage. Jump onto a Neanderthal, then jump straight up and try to collect the 1-Up before you meet the Mammoth.

This ancient ancestor of the elephant charges onto the scene and tosses Rocks with its trunk. Stay on the left edge of the screen and avoid contact.

MAMMOTH

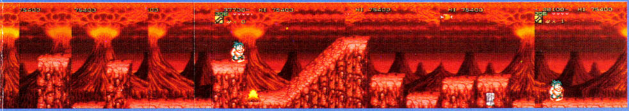


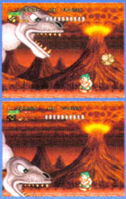


ions are constantly moving on the Volcano. se rock pillars before they drop out of sight.

There's a 1-Up below the last moving rock pillar. Ride down to collect it, then jump off before the pillar disappears.

T. REX



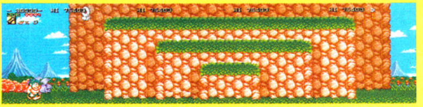


The mighty gray dinosaur at the end of this stage has a far-reaching neck. Run from it as it moves in, then hit it with your weapons.

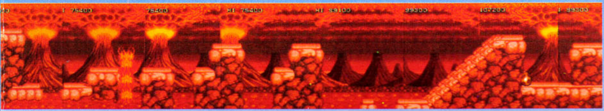
HIDDEN STAGE

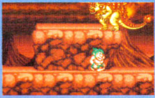
at there are no moving objects on en crack the Red Egg and fly to this and pick up a couple key items.

Wheel	**X 1**
Key	**X 1**



ANKYLOSAURUS



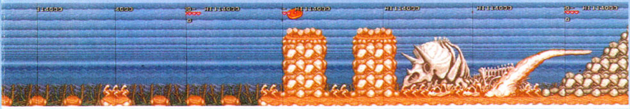


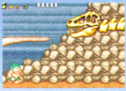
The spike-backed Ankylosaurus is only vulnerable to your weapons when it uncurls. Study its pattern and move in for a quick shot when you can.

p hovering over a bottomless pit. Ride on erodactyl over the pit, then jump off before

Before your big battle with the Boneosaurus, you can defeat a smaller dinosaur for an energizing Steak.

BONEOSAURUS



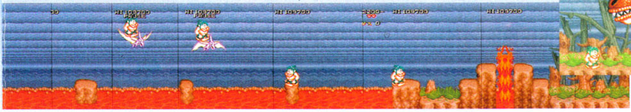


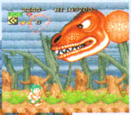
The huge Boneosaurus fights like the Tyrannosaurus in Stage H. Hit it when you have a clear shot, then move away when it attacks.

e all four types of weapons, here's your up. Watch out the for lightning bolts and quickly.

Instead of leaping from one small land mass to the next here, take a ride on the back of a few hovering Pterodactyls.

T. REX



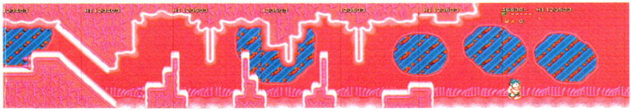


The big, red Tyrannosaurus is strong and vicious. It must have been something he ate. Keep plugging away and you'll have him tasting dirt in no time.

in down and attack in this area. Don't let n you and move out of the way quickly.

A new group of Neanderthals rolls into this area and attacks with strength and speed. Hit 'em when you can, then keep moving.

LAST BATTLE



THERE'S ONE MORE BATTLE TO GO!

The Addams Family™

Coming Soon for the Super NES

from OCEAN

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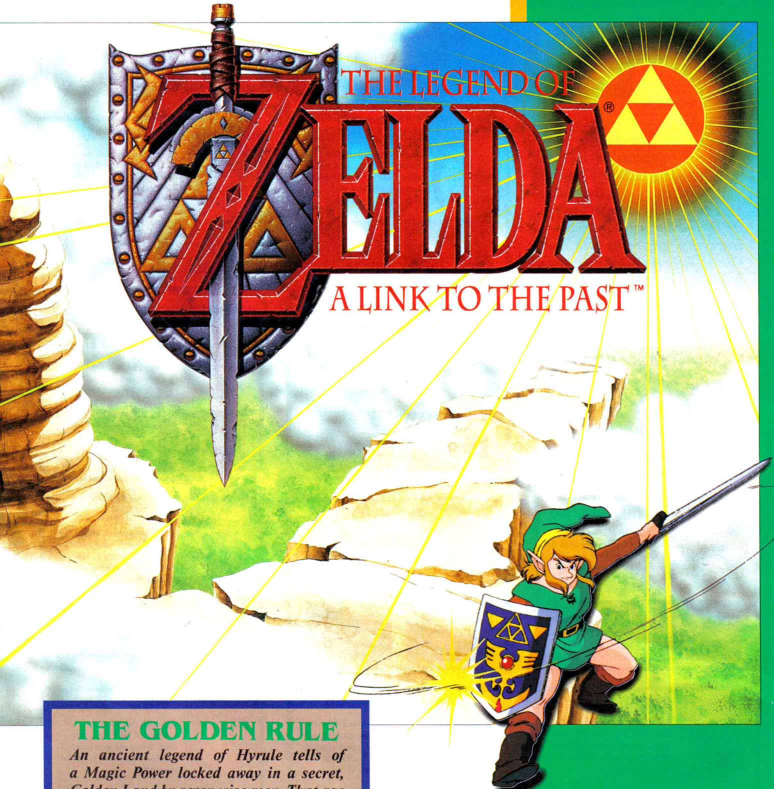

THE GOLDEN RULE

An ancient legend of Hyrule tells of a Magic Power locked away in a secret, Golden Land by seven wise men. That age of the world has passed and now a wizard named Agahnim appears in Hyrule. At the same time, descendants of the seven wise men of legend begin to disappear. When Princess Zelda also vanishes, Link can no longer sit idly by. So begins Nintendo's classic new adventure that links two worlds—one of Light and one of Darkness—where treasures or terrors may lie beneath the stones and in the shadows.

*Look for The Legend of Zelda: A Link to the Past at most Nintendo Dealer locations May 1st.

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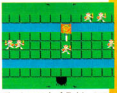
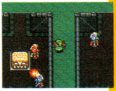
COMPARING ZELDAS



The Legend of Zelda (NES)



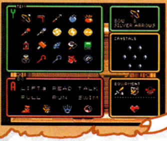
A Link To The Past (Super NES)

From the overhead view to the ingenious puzzles that must be solved, A Link To The Past captures the freedom and excitement of the early Legend of Zelda. This time the world is larger, the story deeper, Link has new powers and the graphics are incredible!

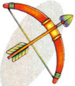
SUPER NES

LINK'S TOOLS OF

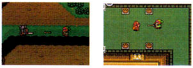
Whether they are hidden beneath rocks, in caves, buried in the ground or guarded by monsters these items are the real keys to Link's success. Some items can be used in many ways and in many places. Others are used only once. Explore thoroughly: bombing, cutting, lifting, pushing and hitting everything! Use your items everywhere!



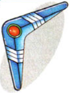
BOW & ARROWS



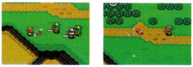
You'll find the Bow and Arrows early on, and you'll need them. Too bad these hopping enemies don't have bull's-eyes, or do they?



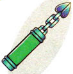
BOOMERANG



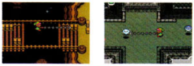
Stun creatures with the Boomerang, or collect items that are out of reach. If someone wants you to throw it away, do so. It will come back.



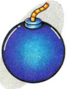
HOOKSHOT



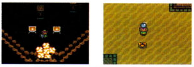
Cross gaps to the other side or short-circuit high-voltage villains with the Hookshot. Look for it in a Golden Land of opportunity.



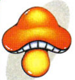
BOMB



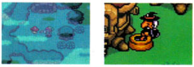
Look for cracks and discolored areas of walls and floors, then light the fuse. Link can also pick up Bombs and throw them at enemies.



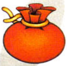
MUSHROOM



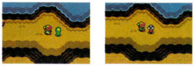
Look for the Mushroom in a dark, moist glen, then give it to a friend in return for favors later in your quest.



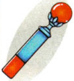
MAGIC POWDER



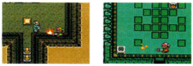
Turn ferocious enemies into spineless blobs by tossing Magic Powder in their faces. The Powder is brewed from secret ingredients!



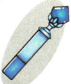
FIREROD



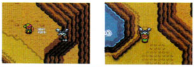
Turn foes into toast with a blast of the Firerod. You'll need Magic to operate it. The Firerod doubles as a lamp-lighting device in dungeons.



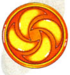
ICEROD



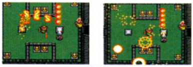
Freeze enemies in their tracks, then finish them off with your sword using the Icerod. Like the other magic rods, the Icerod requires Magic.



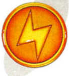
BOMBOS



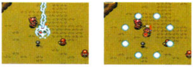
Each of the three medallions has a very interesting purpose, but they can also be used against enemies. Use the Bombos to explode all sorts of myths.



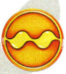
ETHER



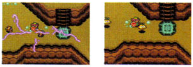
Although the foremost function of the Ether is for Dark World insiders only, you can also use it to freeze foes solid.



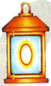
QUAKE



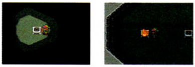
Shake up the opposition by using Quake. Like the other medallions, Quake uses up a lot of Magic Power. Beware of cave-ins when using it.



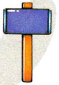
LAMP



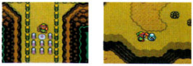
Light up the dark dungeons and caves of Hyrule with the Lamp. You can light other lamps with it, too. Don't leave home without it.



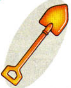
MAGIC HAMMER



A lot is at stake on Link's quest, and a lot of stakes and posts are in the way. Pound on posts and some hard-shelled enemies.

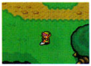


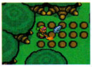
THE TRADE

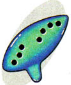


SHOVEL

A special treasure of note lies buried somewhere in Hyrule. The man who lost it will give you his shovel for a song.

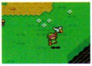


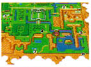


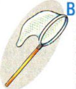


FLUTE

The song of the Flute carries far on the wind, and it can carry you away. But before the magic will work, you must have some direction.

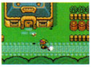


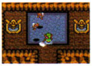


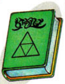


BUG-CATCHING NET

Don't let those bees bug you. Catch one with the Net and store it in a Bottle. Release it later to attack foes. Then try catching a Faerie.

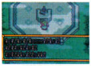


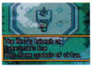


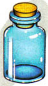


BOOK OF MUDORA

Strange Hyrule-glyphs are written on tablets throughout the land. Only if you have the Book of Mudora can you translate the words.

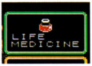


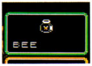


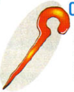


BOTTLE

Bottles hold potions and other things like live bees. Buy Bottles in town or find them in the countryside by poking your nose under everything.

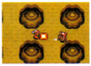


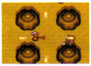


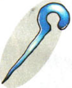


CANE OF SOMARIA

The Cane of Somaria creates blocks, which can be used in several ways. You can also defend yourself by shooting fire in four directions.

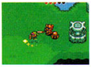


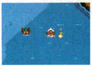


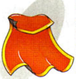


CANE OF BYRNA

For the best protection around, use the magical Cane of Byrna. You can even protect yourself from enemies while swimming!

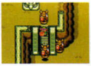


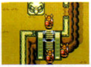


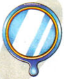


MAGIC CAPE

Not all is what it appears to be, especially if Link dons the magic cape. Enemies can't hurt what they can't see, even in the Dark World.

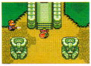


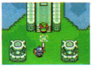




MAGIC MIRROR

One step through the lookinglass takes you back where you came from. Look for a friend to give you this gift before you scale the heights.

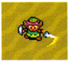


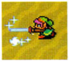


EXCELLENT EQUIPMENT

SWORD

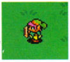
Link's main weapon is the sword. He can swing it for a regular attack or power it up by holding down the B Button, which results in the awesome Spin Attack. There are four levels of swords waiting for Link somewhere in Hyrule.

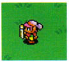




CLOTHES

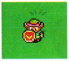
Clothes and armor partially protect Link from the blows of his enemies. You never have to activate or choose Mail, but to use more protective Mail you must find it. There are three levels of protection.

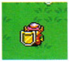




SHIELD

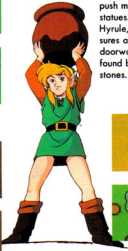
Link's Shield can stop arrows and other enemy attacks. Three Shields are available during the game. Learn how Link moves his Shield during battle. When he attacks, Link moves the Shield to his right side.

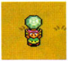


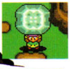


POWER GLOVES

Power Gloves give Link incredible strength—enough to lift great stones or push monolithic statues. Throughout Hyrule, many treasures and hidden doorways will be found beneath stones.

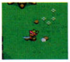


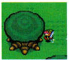




BOOTS

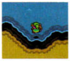
The Pegasus Boots give Link the ability to run at super speed. Using the Dash Attack, he runs so fast that he plows straight through enemies. Try crashing into trees and other things to see what happens.

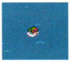




FLIPPERS

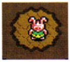
Zora's Flippers allow Link to swim in the lakes and rivers of Hyrule. Many places can be reached only after you buy the Flippers, but buying them won't be as easy as walking into a shop and laying down your Rupees.

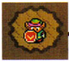




MOON PEARL

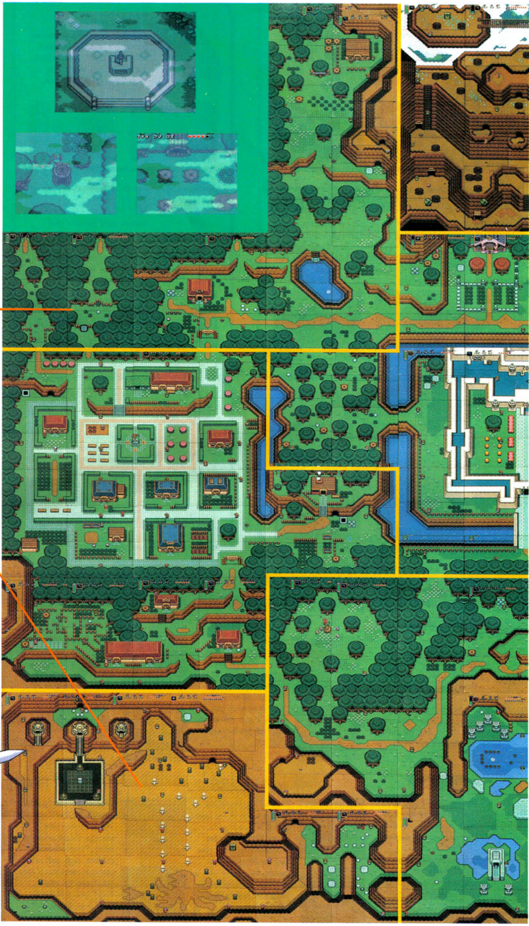
One of the strangest aspects of the Dark World is that you change shape when you enter. People become rabbits, pigs and other strange creatures. Once you have the Moon Pearl, you will retain your true shape.





HYRULE:THE LIG

The Kingdom of Hyrule has many regions and many secrets in each of those regions. The overworld shown here is just the surface. Caves, dungeons, castles and buildings contain many hidden levels. Explore each of the eight regions in greater detail in the following pages. If you fulfill the tasks here, you'll be ready to move ahead to the Dark World.



LOST WOODS & OUTER WOODLANDS

▶ PAGE 88

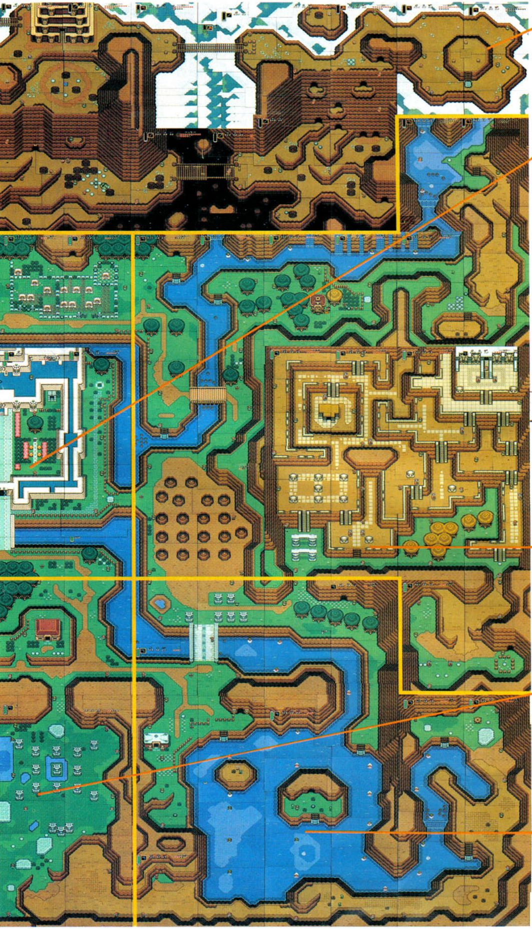
KAKARIKO VILLAGE & OUTSKIRTS

▶ PAGE 89

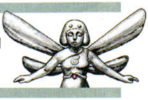
DESERT OF MYSTERY & THE CANYONS

▶ PAGE 90

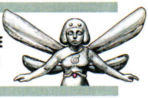
HT WORLD



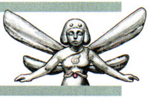
DEATH MOUNTAIN & THE FOOTHILLS
▶ PAGE 91



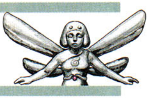
CASTLE OF HYRULE & SURROUNDINGS
▶ PAGE 92



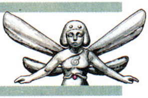
EASTERN PALACE & VICINITY
▶ PAGE 93



GREAT SWAMP & ENVIRONS
▶ PAGE 94



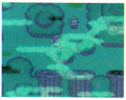
LAKE HYLIA & SURROUNDING SHORELANDS
▶ PAGE 95



LOST WOODS OUTER WOODLANDS

THE SECRET OF THE MASTER SWORD

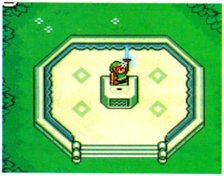
Legend tells of an ancient sword that lies somewhere in the Lost Woods. Is it Link's destiny to claim this mighty sword? You must venture into the drifting mists of the woods to find out. Your eyes may play tricks on you there. Beware of thieves and secretive creatures who dwell in the greenwood.



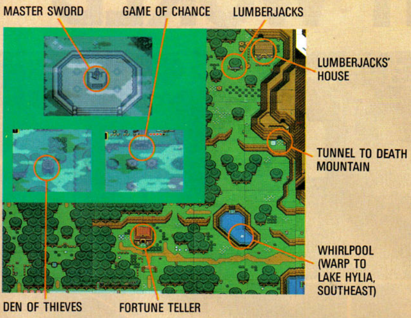
Mists drift through the Lost Woods like ghosts. Often times it is difficult to discern Link from the trees, so you must concentrate.

THE MASTER SWORD

A secret glade deep in the forest contains a monument with the Master Sword embedded in it. Strange writing on the monument is meaningless without a translation.



Fulfill the quest of the three Pendants, then return for the Master Sword and claim it as your own.

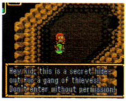


COLLECT THE FOLLOWING TREASURES IN THIS REGION

MASTER SWORD
MUSHROOM
TWO HEART CONTAINER PIECES

DEN OF THIEVES

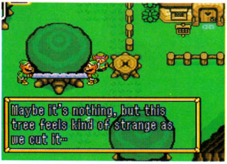
Earlier in the Lost Woods you may have bumped into one of the band of thieves who dwell here. This thief, however, will not rob you blind. Go into his house and take what you find.



Hey, Kid, this is a secret hide-out for a gang of thieves! Don't enter without permission!

LUMBERJACKS

The lumberjacks have noticed something very odd about the tree they are cutting down. Later on you'll be able to shake off its leaves.



Maybe it's nothing, but this tree feels kind of strange as we cut it–

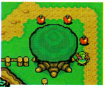
TUNNEL TO DEATH MOUNTAIN

The path to the top of Death Mountain winds through dark tunnels. Link will be attacked often, but he'll also meet a friend along the way.

The Old Man in the tunnel will give you a revealing gift. Now you can restart your quest from the Old Man's cave.

THE SECRETS OF THE TREES

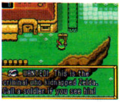
Some trees have hidden secrets. Use the Dash Attack to crash into them and make special items appear.



KAKARIKO VILLAGE

THE LEGENDS OF HYRULE

In the village of Kakariko you'll learn of many legends and secrets that will help you in your quest. Be sure to speak with everyone, but be prepared to run. Link has a price on his head and some villagers will call for the soldiers. Besides information, there are many items to pick up here.

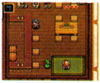


WANTED! This is the criminal who kidnapped Zelda. Call a soldier if you see him!

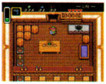
Since Link rescued Zelda from the dungeon, he has become a traitor to the evil power controlling Hyrule. Luckily, most people trust him.

THE INN

The Inn has two rooms and two ways in. Enter from the top or bottom. Learn useful facts in the main room and find a Bottle in the upper room.



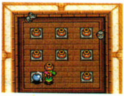
Enter the lower entrance and talk to the people in the Inn.

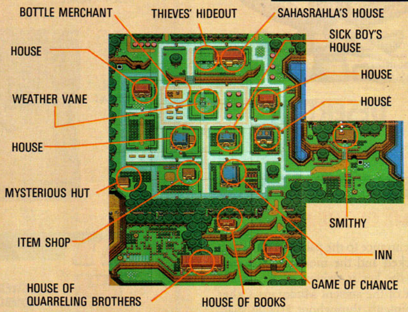


The upper room has a Bottle in a treasure chest.

MYSTERIOUS HUT

There doesn't appear to be any way to enter this building. If there isn't a door, then use a bomb. Not all walls can be bombed, of course, and some cracked walls can be knocked down with the Dash Attack.



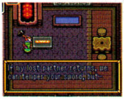


COLLECT THE FOLLOWING ITEMS IN THIS REGION

- BUG-CATCHING NET
- BOOK OF MUDORA
- TWO BOTTLES
- MASTER SWORD (LEVEL THREE)
- THREE HEART CONTAINER PIECES

SMITHY'S HOUSE

The Blacksmith can do nothing for you until his partner returns. When the partner does come back, your sword can be tempered for a harder edge.

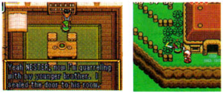


If my lost partner returns, we can temper your sword, but—

The Blacksmith's partner has disappeared and must return to improve the Master Sword. Don't expect this to happen until much later in the game.

THE QUARRELING BROTHERS

The brother in the first room isn't speaking to the brother in the second room. Blow a hole in the wall between the two rooms to get them talking again, then run a race outside to earn a piece of Heart Container.

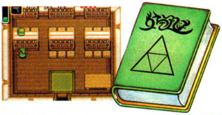


Yeah NESTER, now I'm quarreling with my younger brother. I sealed the door to his room.

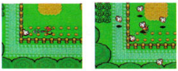
Reconcile the brothers, then challenge the maze. Look for a shortcut to win the prize.

HOUSE OF BOOKS

One book has been left out in the House of Books, but it is stuck on top of the bookcase. Use your head, and your feet, to retrieve the book.



FLOCKS OF ANGRY CHICKENS

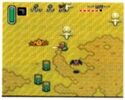


The chickens in Hyrule may seem stupid, but don't underestimate them. If you beat up on a chicken long enough, a mob of its irate fellow fowl will eventually attack you without mercy.

DESERT OF MYSTERY

HOME OF THE MUDORANS

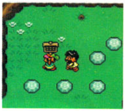
The entrance to the palace in the desert is locked and the monolith that contains the key is written in the strange script of the ancient Mudorans. Other monuments throughout Hyrule share this mysterious language. Learn to translate the Mudoran language, then enter the temple.

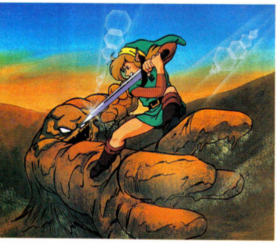


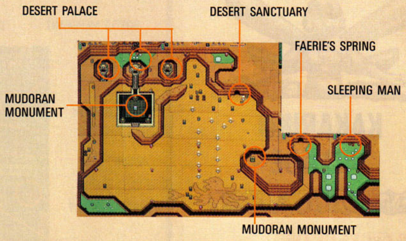
The sands of the desert suddenly erupt and the Sandman comes forth, grasping at Link. At the same time, vultures swoop down from the cliffs.

SLEEPING MAN

The fellow in the canyon has nothing to say to you unless you pull up his signpost. If you take the sign later, he will unlock a mystery.





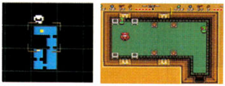


COLLECT THE FOLLOWING ITEMS IN THIS REGION

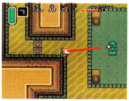
POWER GLOVE
BOMBOS
THREE HEART CONTAINER PIECES

DESERT PALACE

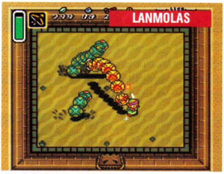
Leevers and rotating lasers keep Link hot-footing it through the Palace in search of the second Pendant. One of the keys to the Palace is to remember your hard knocks in the House of Books. You'll need true enlightenment to reach the final chamber.



The Skull beyond the wall indicates where the Master of the Desert Palace is lurking. Shed some light on the situation using your Lamp.

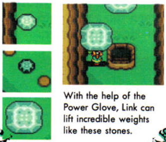


Round and round go the unblinking eyes of the Laser Towers. If the eyes see Link, they will fire beams of energy.



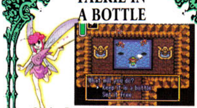
Attack the heads of the Lanmolas as they appear. Use your powerful Spin Attack for the best results.

MACHO LINK



With the help of the Power Glove, Link can lift incredible weights like these stones.

FAERIE IN A BOTTLE



Catch a Faerie with the Net and keep her in a Bottle. If Link dies, she'll bring him back to life in the same place.

DEATH MOUNTAIN

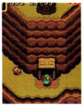
THE FINAL PENDANT

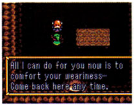
The dangerous trails and tunnels of Death Mountain lead to a fabled tower on the summit. There Link must battle for the final Pendant, but reaching the tower won't be easy. Look for help along the way, and on the top, seek out the Spectacle Rocks to reach the tower.

Many of the caves on Death Mountain can be reached only by jumping to narrow ledges from above. At the edge of the cliff, look for openings.

MOUNTAIN CAVE

The Old Man in the Mountain Cave will give you a valuable gift. Hereafter, you can start your journey at the Mountain Cave, Link's House or the Sanctuary.

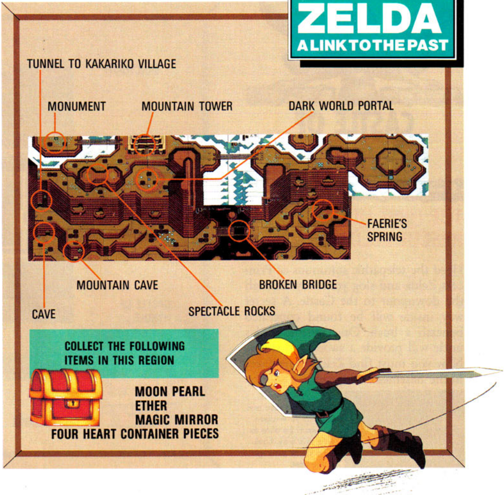




All I can do for you now is to comfort your weariness--
Come back here any time.

BROKEN BRIDGE

The planks of this bridge rotted and fell away long ago. Now Link's only hope to cross the span is the Hookshot. When you have obtained the Hookshot, return to the bridge and search out its secrets.

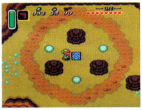


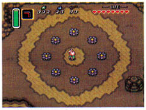
COLLECT THE FOLLOWING ITEMS IN THIS REGION

- **MOON PEARL**
- **ETHER**
- **MAGIC MIRROR**
- **FOUR HEART CONTAINER PIECES**

DARK WORLD PORTAL

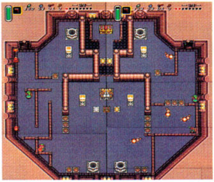
Once Link steps onto the Portal he will be transported to the Dark World where people have new shapes and even the hills may be flat. Use the Mirror to return to the spectacle of the Light World.



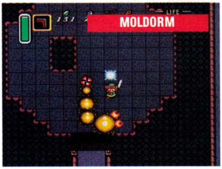


MOUNTAIN TOWER

The Mountain Tower has many floors, and some areas are accessible only by falling through holes from above. Look for the long fall to the Faeries' Spring in the basement, and don't leave the Tower without the Moon Pearl. To lower barriers, use your Boomerang on the glowing Crystal Switches.



Only a leap of faith from the floor above will land Link next to the large Treasure Chest. Use the Star Gates to change the positions of holes.

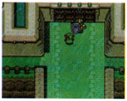


Attack the giant Moldorm's tail segment repeatedly. Each time you fall, you'll have to start anew.

CASTLE OF HYRULE

THE FIRST QUEST: RESCUE ZELDA

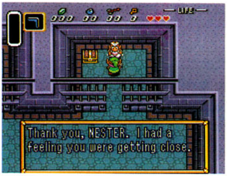
Heed the telepathic summons of Princess Zelda and slog your way through the downpour to the Castle. A secret way inside will be found concealed beneath a bush. Once inside, Link's uncle will provide a sword and shield. Now you must find Zelda somewhere in the basement dungeon.



The Castle Gate is heavily defended and Link has no weapon. You won't be able to enter this way. Look for a secret passage to the east.

CASTLE OF HYRULE

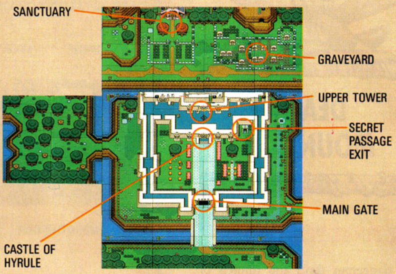
Learn to use the statues and turns in the hallways for launching surprise attacks on the guards. Once Zelda is safe, head for the Sanctuary.



Thank you, NESTER. I had a feeling you were getting close.

GRAVEYARD

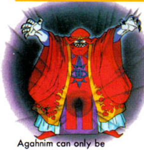
You never know what you'll find beneath stones in Hyrule. That is especially true in the Graveyard. Link should push all of the stones, even though some won't budge and others reveal hidden dangers.



COLLECT THE FOLLOWING ITEMS IN THIS REGION

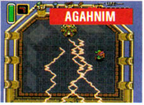
- SWORD
- SHIELD
- BOOMERANG
- MAGIC CAPE
- TWO HEART CONTAINER PIECES

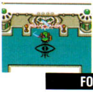
THE UPPER TOWER



Agahnim can only be defeated by his own powerful spells.

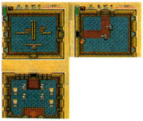
After clearing the Mountain Tower, get the Master Sword and return to the Castle. Agahnim (the wizard) lives in the highest chamber. Link must cast him from the heights.



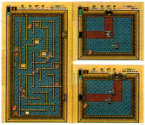


A shot from the Master Sword breaks the electrical barrier.

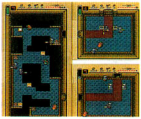
SECOND FLOOR



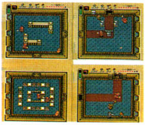
THIRD FLOOR



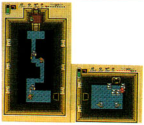
FOURTH FLOOR



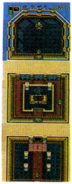
FIFTH FLOOR



SIXTH FLOOR



SEVENTH FLOOR



EASTERN PALACE & VICINITY

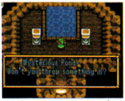
THE TASK OF THE ELDER

The wise Elder of Kakariko Village, Sahasrahla, has taken refuge near the Eastern Palace. He will tell you of the importance of the three Pendants. If you defeat the Armos Knights, you'll win the first Pendant. Link should also visit the headwaters of the river to obtain valuable items.

MAGIC SHOP

Here you can sample the Life Potion (for free) or buy a supply of Life, Magic or Life & Magic Potion. The woman outside requires a special ingredient.

WATERFALL OF WISHING

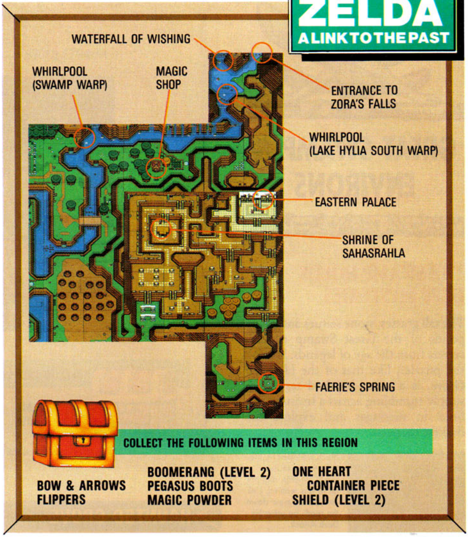


-Mysterious Pond-
Won't you throw something in?

The Water Faerie inside the Waterfall of Wishing can alter an item if you toss it into the pool, but she won't transform just any item.

SHRINE OF SAHASRAHLA

The Village Elder is sought by the forces of evil. Here in his refuge Link may learn much of his destiny. After clearing the Eastern Palace, return here.


WATERFALL OF WISHING
WHIRLPOOL (SWAMP WARP)
MAGIC SHOP
ENTRANCE TO ZORA'S FALLS
WHIRLPOOL (LAKE HYLIA SOUTH WARP)
EASTERN PALACE
SHRINE OF SAHASRAHLA
FAERIE'S SPRING

COLLECT THE FOLLOWING ITEMS IN THIS REGION

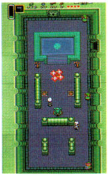
- BOW & ARROWS
- FLIPPERS
- BOOMERANG (LEVEL 2)
- PEGASUS BOOTS
- MAGIC POWDER
- ONE HEART CONTAINER PIECE
- SHIELD (LEVEL 2)

ZORA'S FALLS

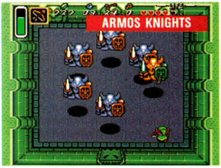
Although the map above does not show Zora's Falls, it shows the route that will take you there. Zora can give you a special item, but for the very steep price of 500 Rupees.

EASTERN PALACE

The Eastern Palace holds many secrets and dangers. Once you have the Bow & Arrows, some difficult enemies become easy targets. Be sure to bomb walls and push stones as you search for the Armos Knights.



To obtain the Big Key in the Treasure Chest, defeat all but the circling enemies, who cannot be destroyed.

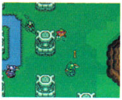

ARMOS KNIGHTS

Stay in a corner and fire three arrows at each Knight. The final Knight requires many more.

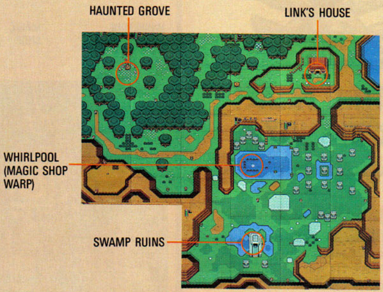
GREAT SWAMP & ENVIRONS

THE SWAMP HOLDS DEEP MYSTERIES

The tall grasses, stone statues and many ponds of the Great Swamp conceal secrets from the age of legends. Solving the puzzles, like that of the Haunted Grove, is a more involved task than simply stumbling across a treasure. Pay heed to messages and explore the darkest corners.



Much is hidden by the tall grasses of the Great Swamp, and not all of it is wanted. Link can quickly mow down the reeds by using his Dash Attack.



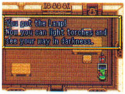
COLLECT THE FOLLOWING ITEMS IN THIS REGION

LAMP
FLUTE

TWO HEART CONTAINER PIECES

LINK'S HOUSE

This is where Link begins his long quest. Search the single room for the Lamp before heading out into the rain.

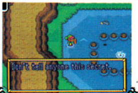


You got the Lamp!
Now you can light torches and see your way in darkness.

Later on, you can begin sessions of play in this central location.

FISH STORIES

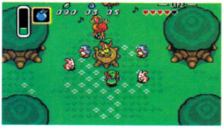
A fish in need is a friend indeed. If you find a fish flopping on land, pick it up and throw it into a pond for a reward.



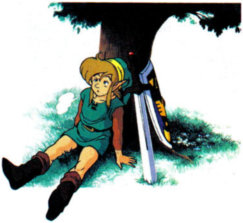
Don't tell anyone this secret.

HAUNTED GROVE

The secret of the Haunted Grove will only be unburied when you visit the same area in the Dark World and put right what once went wrong.

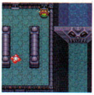


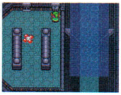
The boy playing the flute cannot be touched, nor can the animals be harmed. The answer lies in the Dark World.



SWAMP RUINS

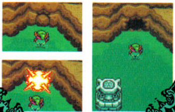
A great civilization once thrived here. Inside the Ruins remains a token of their technology—a water gate that drains the pools. Although inconvenient for local fish, draining ponds will help Link in another dimension.





BOMBING FOR PROFIT

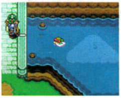
Look for places in walls, floors and cliffs that have cracks or a different pattern of rocks. These are the weak spots that you should bomb.



LAKE HYLIA & SURROUNDING SHORELANDS

THE SEARCH FOR STRENGTH AND HAPPINESS

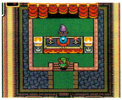
The large lake in the southeast corner of Hyrule has secrets both in its waters and on its shores. You'll need the Flippers to explore the lake area, but early in the game you can find much on the shore. The Fountain of Happiness has a special secret that is worth its price in Rupees.



Swimming is the only way to cover most of the lake, but the Flippers won't be found here. Look for them in the streams of the North.

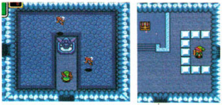
FORTUNE TELLER

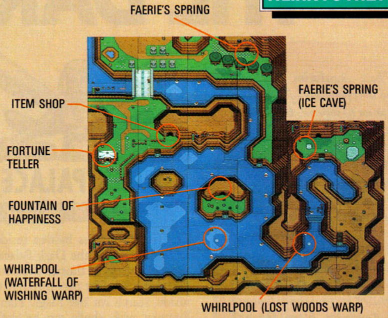
For a small fee, the Fortune Teller will give you advice about what to do or who to see next on your journey, but don't expect too much help from him.



ICE CAVE

To the left of the Faerie's Spring is the Ice Cave, but you can't reach the Treasure Chest from here. There must be another entrance from the outside. Test the theory with bombs.




FAERIE'S SPRING
ITEM SHOP
FAERIE'S SPRING (ICE CAVE)
FORTUNE TELLER
FOUNTAIN OF HAPPINESS
WHIRLPOOL (WATERFALL OF WISHING WARP)
WHIRLPOOL (LOST WOODS WARP)

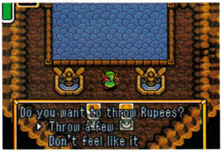
COLLECT THE FOLLOWING ITEMS IN THIS REGION

ICEROD
BOTTLE

ONE HEART CONTAINER PIECE

FOUNTAIN OF HAPPINESS

Happiness isn't cheap. Bring lots of Rupees to this shrine and cast them into the pool. Keep throwing Rupees into the pool until you get a reward.



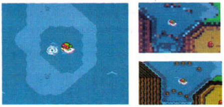
Do you want to throw Rupees?
▸ Throw a few
Don't feel like it

CAPTURE THE GOOD BEE

Is the legend of the Good Bee true? Look for a large, strong bee and catch it with the net. Release the Good Bee to fight enemies that bug you.

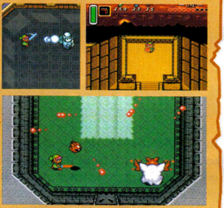
WHIRLPOOLS

In Hyrule, the Whirlpools can be used to transport Link from one area to another. Swim directly over the Whirlpool and you'll be transported to a place across the kingdom. It's the fastest way to travel in Hyrule.



THE DARK WOR

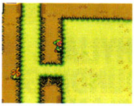
When Agahnim captured the descendants of the seven wise men of legend, he brought them to the Dark World and imprisoned them in Crystals. These seven must now be freed or the forces of the Dark World will invade Hyrule. It is said that for every evil-doer there is one hero who can stop the wickedness and save the world. Link is that hero, but the evil power of the Dark World is controlled by someone stronger than Agahnim. Now, through seven dungeons and many other dangers, Link must prove himself the champion.



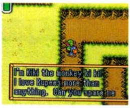
The Dungeon Masters of the Dark World are strong and merciless enemies.

DARK PALACE

The first Crystal is hidden inside the intricate maze of the Dark Palace, but there is a maze of thorny trees outside that you must first pass through. Once inside, search for the Magic Hammer. Enemies with shells can be defeated only by using the Hammer. Be sure to push stones and statues and take plenty of bombs to fight the Dungeon Master.

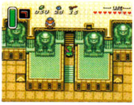


Look for tiny holes in the canopy that mark the trail through the outer trees.

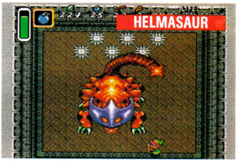


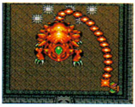
I'm Kiki the monkey! ki ki!
I love Rupees more than
anything. Can you spare me

This monkey's business is your business, too, for a short time.



The difficulties have only begun by the time you reach the entrance to the Dark Palace.

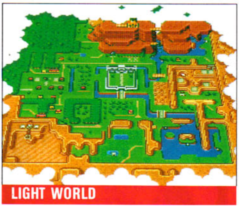




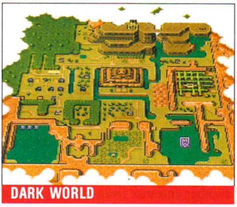
The Helmasaur King's vulnerable forehead is protected by a horny mask. Use bombs to shatter the mask, then attack the dinosaur with your sword and the powerful Spin Attack.

TWO WORLDS: LIGHT & DARK

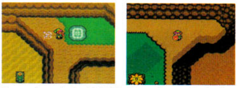
The Dark World is a twisted reflection of the familiar Light World of Hyrule. Paths and mountains may be oddly shifted, and new enemies wander the eerie forests. Link can pass between the two worlds using the Portals and the Mirror. Several Portals besides the one on Death Mountain can be found. While searching for the seven Crystals, Link will have to go back and forth between the worlds many times to get items and clues that can be used in the opposite world.



LIGHT WORLD

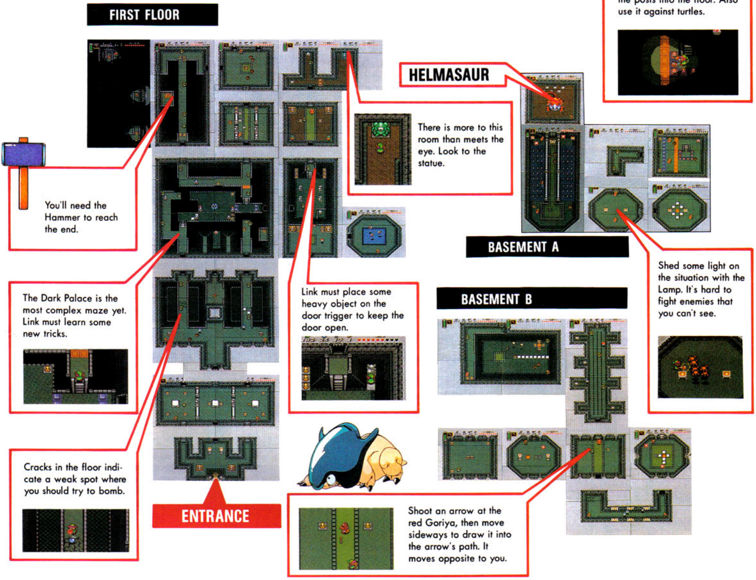


DARK WORLD



Some places in the Light World can be reached only by going to the Dark World first, then transporting.

LD... LINK'S TRUE QUEST BEGINS



Use the Hammer to pound the posts into the floor. Also use it against turtles.

You'll need the Hammer to reach the end.

There is more to this room than meets the eye. Look to the statue.

The Dark Palace is the most complex maze yet. Link must learn some new tricks.

Link must place some heavy object on the door trigger to keep the door open.

Shed some light on the situation with the Lamp. It's hard to fight enemies that you can't see.

Cracks in the floor indicate a weak spot where you should try to bomb.

Shoot an arrow at the red Goriya, then move sideways to draw it into the arrow's path. It moves opposite to you.

WILL LINK FULFILL HIS DESTINY?

The Legend of Zelda: A Link To The Past might be called the ultimate adventure. There is action for those players who love adventure, mysteries for those who love secrets, two worlds to explore and a story that ties it all together. The quest has just begun, although already it seems like it has been a long road. Link's path will pass through the seven levels of the Dark World and the Golden Pyramid. He will meet unlikely friends and face dangers in both the Light and Dark Worlds before hearing whispers of the dreaded name of Ganon.

561
39
19
0
— LIFE —

May the way of the Hero lead
to the Triforce.

Nintendo Power Awar

For Graphics and Sound:

A. NES

1. Battletoads
2. Ninja Gaiden III
3. Shatterhand
4. Star Wars
5. Robin Hood: Prince of Thieves

B. GAME BOY

1. Battletoads
2. Castlevania II: Belmont's Revenge
3. Mega Man in Dr. Wily's Revenge
4. Metroid II: Return of Samus
5. R-Type

C. SUPER NES

1. ActRaiser
2. Final Fantasy II
3. Super Castlevania IV
4. Super Ghouls 'N Ghosts
5. Super Mario World

For Theme and Fun:

D. NES

1. Adventures of Lolo 3
2. Battletoads
3. Shatterhand
4. Star Trek
5. StarTropics

E. GAME BOY

1. Caesar's Palace
2. Final Fantasy Adventure
3. Mega Man in Dr. Wily's Revenge
4. Nintendo World Cup Soccer
5. Operation C

F. SUPER NES

1. ActRaiser
2. Final Fantasy II
3. SimCity
4. Super Mario World
5. Super Tennis

For Challenge:

G. NES

1. Adventures of Lolo 3
2. Battletoads
3. Ninja Gaiden III
4. The Rocketeer
5. The Simpsons: Bart vs. the Space Mutants

H. GAME BOY

1. Final Fantasy Adventure
2. Final Fantasy Legend II
3. Mega Man in Dr. Wily's Revenge
4. Metroid II: Return of Samus
5. Sword of Hope

I. SUPER NES

1. PilotWings
2. Populous
3. Super Ghouls 'N Ghosts
4. SimCity
5. U.N. Squadron

For Play Control:

J. NES

1. Battletoads
2. High Speed
3. Kabuki: Quantum Fighter
4. MetalStorm
5. Shatterhand

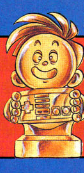
K. GAME BOY

1. Battletoads
2. Castlevania II: Belmont's Revenge
3. Kid Icarus
4. Metroid II: Return of Samus
5. R-Type

L. SUPER NES

1. ActRaiser
2. F-Zero
3. Super Mario World
4. Super R-Type
5. U.N. Squadron

ds '91



THE NESTERS!

AND THE NOMINEES ARE:

M. For Best Multi-Player or Simultaneous: (any system)

1. Battletoads (NES)
2. Tecmo Super Bowl (NES)
3. F-1 Race (Game Boy)
4. The Hunt For Red October (Game Boy)
5. Super Tennis (Super NES)

N. For Best Overall Villain: (any system)

1. Bowser (Super Mario World)
2. Dark Queen (Battletoads)
3. Dr. Wily (Mega Man in Dr. Wily's Revenge)
4. Sardius (Super Ghouls'N Ghosts)
5. Zoda (StarTropics)

O. For Most Innovative Game: (any system)

1. Final Fantasy II (Super NES)
2. The Hunt For Red October (Game Boy)
3. Infogenius Personal Organizer (Game Boy)
4. PilotWings (Super NES)
5. Smash TV (NES)

Best Overall:

P. NES

1. Battletoads
2. Ninja Gaiden III
3. Star Wars
4. StarTropics
5. Tecmo Super Bowl

Q. GAME BOY

1. Castlevania II: Belmont's Revenge
2. Final Fantasy Adventure
3. Mega Man in Dr. Wily's Revenge
4. Metroid II: Return of Samus
5. Operation C

R. SUPER NES

1. ActRaiser
2. Final Fantasy II
3. SimCity
4. Super Ghouls 'N Ghosts
5. Super Mario World

THE NESTERS!

Nintendo appreciates your participation in voting for the top games of 1991. By casting your votes on the Player's Poll card and sending it in, you will automatically be entered in the Grand Prize drawing!

GRAND PRIZE

5 Winners!
A Super NES and 10 Super NES Game Paks

SECOND PRIZE

10 Winners!
5 NES Game Paks

THIRD PRIZE

50 Winners!
Nintendo Power Jerseys

OFFICIAL CONTEST RULES

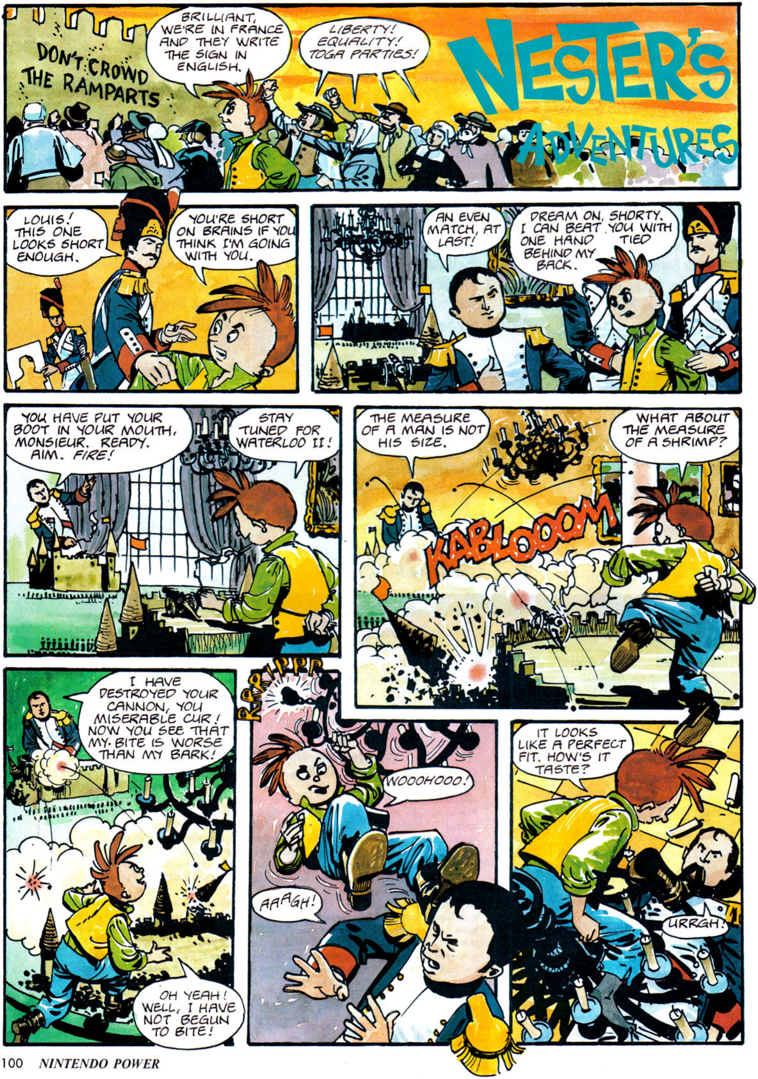
To enter, just fill out the Player's Poll response card and vote for the Nester Awards, or print your name, address and telephone number on a plain, 3"x5" piece of paper. Mail your entry to:

NINTENDO POWER PLAYER'S POLL
P.O. Box 97062
Redmond, WA 98073-9762

One entry per person please. All entries must be postmarked no later than April 1, 1992. Not responsible for lost, stolen, or misdirected mail. On or about April 15, 1992, winners will be selected in a random drawing from among all eligible entries. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Chances of winning are determined by the total number of entries received. Limit one prize per household. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after April 30, 1992 by sending a self-addressed stamped envelope to the address listed above.

GRAND PRIZE SELECTION OF GAMES: The 5 Grand Prize Winners will each be awarded one Super Nintendo Entertainment System and ten Super NES games from a list of game paks compiled by the Nintendo Power Staff. The five Second Prize game paks are also determined by the Nintendo Power Staff. Actual selection of games is subject to availability. Nintendo also reserves the right to make the final selection of games to be awarded. Some restrictions apply. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families. This contest void in Canada and elsewhere where prohibited by law. This contest is subject to all federal, state and local laws and regulations.

THE NESTERS!


NESTER'S ADVENTURES
DON'T CROWD THE RAMPARTS
BRILLIANT, WE'RE IN FRANCE AND THEY WRITE THE SIGN IN ENGLISH.
LIBERTY! EQUALITY! TOGA PARTIES!
LOUIS! THIS ONE LOOKS SHORT ENOUGH.
YOU'RE SHORT ON BRAINS IF YOU THINK I'M GOING WITH YOU.
AN EVEN MATCH, AT LAST!
DREAM ON, SHORTY. I CAN BEAT YOU WITH ONE HAND TIED BEHIND MY BACK.
YOU HAVE PUT YOUR BOOT IN YOUR MOUTH, MONSIEUR. READY. AIM. FIRE!
STAY TUNED FOR WATERLOO II!
THE MEASURE OF A MAN IS NOT HIS SIZE.
WHAT ABOUT THE MEASURE OF A SHRIMP?
KABLOOOM
I HAVE DESTROYED YOUR CANNON, YOU MISERABLE CUR! NOW YOU SEE THAT MY BITE IS WORSE THAN MY BARK!
OH YEAH! WELL, I HAVE NOT BEGUN TO BITE!
RRRIPPP
WOOOHOOO!
AAAGH!
IT LOOKS LIKE A PERFECT FIT. HOW'S IT TASTE?
URRGH!

Power Players

ACTRAISER

Chris Welsh	Mantua, NJ	Finished
Alex & Francis Crick	Bellevue, WA	Finished
Derek Weber	Berthoud, CO	Finished
Robert Bryk	Fairfield, CT	Finished
Brian Miller	Portland, IN	Finished
Chris Higgins	Philadelphia, PA	Finished
George Dickson	Woodbury, TN	Finished
Thomas Lipschultz	Mount Penn, PA	Finished
James Geter	Torbert, LA	Finished
Brion Sohn	Yorba Linda, CA	Finished
Chris Hartman	Washington, DC	Finished
Cam Finley	Bellevue, WA	Finished
Shawn Tucker	Millstadt, IL	Finished
Nathan & Jessica Mignone	San Mateo, CA	Finished

BATTLETOADS

Mike Linklatter	Thunder Bay, ON	Finished

BATTLE UNIT ZEOTH

Eric Matthews	Huntington Beach, CA	Finished
Greg Ford	Bronx, NY	Finished

CASTLEVANIA II: BELMONT'S REVENGE

Ted Pacific	Bangor, MI	Finished
Ryan Petty	Reno, NV	Finished

DRAKKHEN

Craig Jones	Glendale, CA	Finished
Nick Rizzi	New Berlin, WI	Finished
Robert Tate	Barstow, CA	Finished
Denis Muñoz	Bronx, NY	Finished
Georgia Maben	Auburn, CA	Finished

DR. MARIO

David Aplin	Clio, MI	862,800
Brenda Posh	Austin, TX	660,200
Bill Keller	Portage, MI	592,800
Bryon Guarisco	Shirley, NY	584,200
Barbara Renaud	Pitt Meadows, BC	345,000
Kevin McDowell	Hemet, CA	314,700
Pat Noschese	Medford, NY	313,500
Ginny Magliolo	Stafford, PA	305,100
Tony Poole	Millington, MD	300,700
Robert Tennent	Modesto, CA	212,000

DR. MARIO

Troy Swan	Albany, OR	310,200
Ron Brady	Vancouver, WA	201,976

DUCK TALES

Richard Boogaart	Orlando, FL	Finished
Brian Thorne	Verona, NY	Finished
Robert Machado	Arlington, VA	Finished

FARIA

Raymond Bentsen	Morton Groves, IL	Finished

FINAL FANTASY II

Stephen Krasner	Potomac, MD	Finished

FINAL FIGHT

Richie Martin	Johnson City, TN	Finished
Romell Alvarado	El Paso, TX	Finished
Dave Clemons	San Francisco, CA	Finished
Steve Abraham	Mesa, AZ	Finished
Anthony Nguyen	Barling, AR	Finished
Wilson Rouse	Alexandria, VA	Finished
Steve & John Tsouramanis	Haverill, MA	Finished

THE IMMORTAL

Ward Nelson	Smolan, KS	Finished

KLAX

Kelly Cuddie	Cave Junction, OR	Finished

THE LITTLE MERMAID

David Goodfellow	Milton, ON	Finished
Ashley Arimborgo	APO, AE	Finished
Michael Everhail	Janesville, WI	Finished
Tina Bufgan	Branchville, NJ	Finished
Michael Waters	Elizabethtown, KY	Finished
Larry & Aileen Bornasal	Lake Ronkonkoma, NY	Finished
Erica Prestwood	Harrison, NY	Finished
Missy Oberbeck	Wisconsin Rapids, WI	Finished
Jonathan Gormley	Fort Washington, PA	Finished
Catherine Cianci	Harrison, NY	Finished
Joey Jonas	Arnold, MD	Finished
Nick Brankovic	Aloha, OR	Finished
Greg Donahue	Pikesville, MD	Finished
Carol Lehet	Benton, PA	Finished
Noel Schornhorst	Fort Smith, AR	Finished
Jason Niehaus	Roswell, GA	Finished
Brandon Parker	Safety Harbor, FL	Finished
Christa Hillenbarg & Ricky Vergara	Spring Valley, CA	Finished
Jennifer Kerr	Galesburg, IL	Finished
David Doucette	Woodstock, GA	Finished
Elliott DiBattista	Roselle, IL	Finished
Chris Towne	Turner Falls, MA	Finished

THE ADVENTURES OF LOLO III

Randy Cross	Meadow Vista, CA	Finished
April & Albert Walker	Livingston, NJ	Finished
Dean Foster	Chicago, IL	Finished
Charles Fengler	Atkins, AR	Finished
Austin Parr	Trumbull, CT	Finished
Camille Gervasio	Chicago, IL	Finished

NINJA GAIDEN III

John Lawrence	Houston, TX	Finished
Alex & Brian Keh	Huntington Beach, CA	Finished
Greg Newton	Taft, CA	Finished

PRINCESS TOMATO IN THE SALAD KINGDOM

William Hariegle	Allentown, PA	Finished
Francis Krueger III	Glen Cove, NY	Finished
Kevin Fischer	Beloit, WI	Finished
Pamela Kaczmarek	Troy, MI	Finished

SUPER MARIO WORLD

Chris Shepard	Stanford, CA	Finished
Ken Heintz	Knoxville, TN	Finished
Aaron Schrader	Brookfield, MO	Finished
Justin McQueen	San Jose, CA	Finished
Trevor Gritzmacher	Sheboygan, WI	Finished
Frank Mirovsky	Massapequa, NY	Finished
Douglas Putt	Indiana, PA	Finished
Michael Scott	Mukilteo, WA	Finished
William Moulden	Silver Spring, MD	Finished
Ivan Martinez	Fontana, CA	Finished
Scott Aaronson & Jon Marcus	Washington Crossing, PA	Finished
Christopher Drake	San Francisco, CA	Finished

TETRIS

Gary Gold	Coral Springs, FL	855,751
Nancy Gregory	Woodburn, OR	508,740
Ken Anderson	Elgin, IL	477,523
Vincent Alejo	Ewa Beach, HI	468,067
Brian Korn	Springfield, PA	394,729

THE UNINVITED

Pat O'Hara	Malvern, PA	Finished
Heather Clarkson	Reed City, MI	Finished
Patrick Corrigan	Seattle, WA	Finished
Barbara Reynolds	Port Republic, NJ	Finished
Kevin Macherione	Vincentown, NJ	Finished
Casey Sharp	Elkland, MO	Finished
Kathy Shipp	Joplin, MO	Finished
Keith Ciccarillo	New Britain, CT	Finished
Jerry Powell	Coeur d'Alene, ID	Finished
Gene Wilcox	Hempstead, TX	Finished
Brent Waters	Winnipeg, MB	Finished

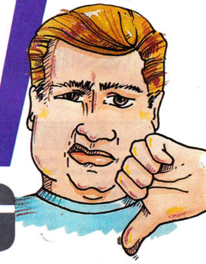
U.N. SQUADRON

Timon Wilson	Bowie, MD	Finished
Allen R. Dajao	Vallejo, CA	Finished
Kerry Domangue, Jr.	Houma, LA	Finished

Join the league of Power Players by sending photos of your high scores to:

Nintendo Power Players
P.O. Box 97033
Redmond, WA 98073-9733

GEORGE & ROB'S NOW PLAYING



TWO GUYS' OPINIONS ON THE LATEST RELEASES

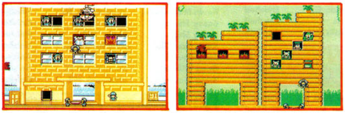
Our pair of opinionated players have been busy keeping up with all of the latest NES, Game Boy and Super NES releases. In this issue they review Terminator 2: Judgment Day, Extra Innings and much more.

GEORGE Let's begin with **Blazebusters** for the NES. It's a fire-fighting rescue game. You control two fire fighters on the ground who have a trampoline while a third fire fighter bounces on the trampoline and attempts to save people from a burning building.

ROB Backdraft it ain't.

GEORGE You're right. But I don't think it's meant to be a realistic fire-fighting simulation or anything like that. It's definitely aiming for a young audience. The fire fighters look simplistic, like Fisher-Price characters, and the game play is very basic.

ROB It's incredibly basic . . . sort of like Pong or Alleyway with a burning building theme. I think that a little kid could have fun playing it and wouldn't be frustrated at all by difficulty.



Personal Power Meters for Blazebusters. George: 2.5 3.0 2.5 3.0 Rob: 3.0 4.0 3.0 3.0.

GEORGE **The Empire Strikes Back** is reviewed elsewhere in this issue. I'd like to point out that the story follows the plot of the movie scene by scene and that the graphics and sound are excellent but the play control may take some getting used to. In tight situations where you have to jump from one moving ice flow to the next, for example, it takes a lot of practice before you can hit the next ice flow every time. Barring that, I think that I like it even more than the Star Wars game.

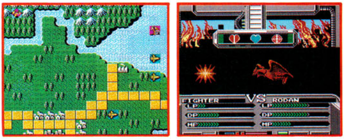
ROB Moving on to **Godzilla 2** . . . this is a strategy game where you are in charge of armed forces who attempt to keep Godzilla and other monsters from destroying the city in several different scenarios.

GEORGE I think it's a pretty cool concept. I like the fact that you have all of these defenses, like planes and tanks, and you can use them strategically to fight off the monsters.

ROB Yeah, the concept's OK, but it's really more like a board game than it is a video game. You could play this just as easily on a table top with little plastic pieces as you could on your NES.

GEORGE That's true, though, in this case, you have the computer controlling the monsters, while in a board game, you'd need a second player. The first Godzilla game had a fair amount of action and some strategy elements. It looks like the sequel is concentrating much more on strategy.

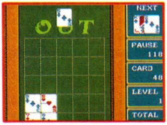
ROB And for a game that is named after one of the greatest movie monsters ever, I would like a lot more action, a lot more destruction and game play that requires good dexterity.



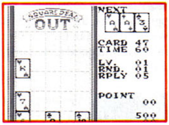
Personal Power Meters for Godzilla 2. George: 3.0 3.0 3.0 3.0 Rob: 2.5 3.0 2.5 2.5.

GEORGE **Super Square Deal**, made for the NES, and **Square Deal**, made for Game Boy, are more or less the same game. They fit the mold of puzzle games like Tetris, Hatris and Dr. Mario. In this case, we're dealing with cards that fall into a five-by-five grid and the object is to match three cards of the same number or suit. I'm not really a puzzle game maniac, so one or two games of this type would be just fine for me. They seem to be falling out of the woodwork.

ROB I think they should have called this game Pokertris. The card game idea serves as only a backdrop while the game is just another Tetris-like puzzler. It's fun and a good temporary diversion but it's not one of those games that you would play for hours on end.



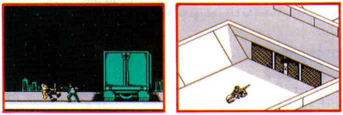
Personal Power Meters for Super Square Deal. George: 3.0 3.0 3.0 2.5 Rob: 3.0 3.5 3.5 3.0.



Personal Power Meters for Square Deal. George: 3.0 3.0 3.0 3.5 Rob: 3.0 3.5 3.5 3.0.

GEORGE If you're looking for more of a traditional Poker and Blackjack game, you should check out **High Stakes** which is reviewed in this issue's Game Boy section. Our next game is **Terminator 2: Judgment Day**, an NES version of last summer's biggest movie. Just like The Empire Strikes Back for the NES, this game is a scene by scene movie adaptation. You control the Terminator character as he tries to find and destroy the new Terminator. It's got decent graphics and good action and I think that people who like the movie will be pretty satisfied with the game.

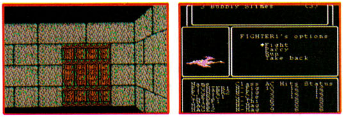
ROB The problem that I had with it from a graphics standpoint is that the character is really wimpy compared to Arnold Schwarzenegger. You see a good depiction of Arnold on the title screen, but during actual game play, the character that you control looks kind of slight. I thought he would have been bulkier. Another thing is that I found it to be pretty difficult in the motorcycle stage. About three seconds after you begin, you crash into this wall with almost no chance to react.



Personal Power Meters for Terminator 2: Judgment Day. George: 3.5 3.5 3.5 4.0 Rob: 3.5 4.0 3.5 2.0.

GEORGE Well, I suppose that you could get some tips from the review in this issue. On to **Wizardry II: Knight of Diamonds**, which is part of the popular series of Wizardry PC games that is being adapted to the NES. Like the first Wizardry game for the NES, I'm sure that this one is very deep and challenging, though I would only recommend it to real hardcore role-playing game fans.

ROB It's a lot like Dungeons & Dragons and I think that you really have to be into it in order to enjoy it. And since the viewpoint is first-person perspective, you'd get lost very easily unless you made pretty good maps and notes. It's not a game that you can just sit down and play without getting really involved.

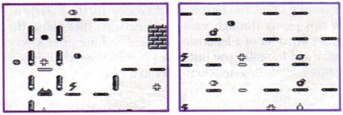


Personal Power Meters for Wizardry II: Knight of Diamonds. George: 3.5 2.5 2.0 3.5 Rob: 3.0 3.0 3.0 3.5.

GEORGE Looking at the Game Boy lineup, there's a puzzle game called **Pop Up**. You guide a bouncing ball through obstacle courses, picking up helpful items along the way.

ROB I think it's a good game. It's fun and challenging, but I think that it could use a help feature so that if you got stuck you could get a few pointers. In one of the early screens, for instance, there's a brick wall in the way with seemingly no way to pass it. I could have used a tip on how to get around to the other side of the wall.

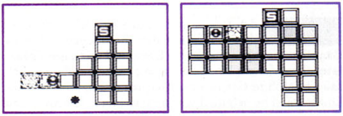
GEORGE Actually, there's an item which allows your ball to break through the wall. I didn't find the game to be too difficult because every item that you need is there on the screen. As long as you know what the items do, you can get through pretty easily.



Personal Power Meters for Pop Up. George: 3.5 3.0 3.5 3.5 Rob: 3.0 3.0 3.0 3.0.

ROB **Pyramids of Ra** is next. The object of this puzzle game is to break all of the tiles in a series of rooms with a bouncing ball in a way that you can return to the starting point when all of the tiles are broken. The Pyramid theme is a bit of a reach.

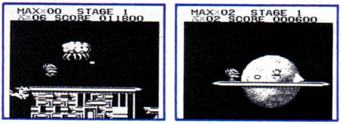
GEORGE I found the game to be fun and fast moving but not incredibly challenging. I went through probably 15 rooms, each on the first or second try, and it didn't really take a lot of brain power to figure out. The puzzles may get more difficult as you move on.



Personal Power Meters for Pyramids of Ra. George: 3.5 3.5 3.0 4.0 Rob: 4.0 3.0 3.0 3.0.

ROB I'm sure that they do. Up next is **Star Saver**. In this running and jumping space game, your objective is to travel to several different planets and save your friends from evil aliens.

GEORGE I found the game to be quite difficult and frustrating. If you're hit once, you lose your spacesuit and if you're hit again, you're sent back to start over at an earlier point in the stage. The graphics are decent but there was nothing in the game that really sets it apart from other games of the same kind.



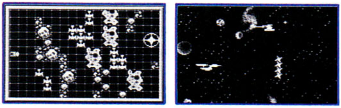
Personal Power Meters for Star Saver. George: 3.5 3.0 3.5 4.0 Rob: 3.5 3.0 3.0 3.0.

GEORGE We go from Star Saver to **Star Trek**. This new adventure is split between Enterprise piloting action scenes and planetary exploration with Captain Kirk, Mr. Spock and Dr. McCoy.

ROB I'm a big Star Trek fan and I was excited to pop in the Game Pak and hear the opening strains of the Star Trek theme. The story is that there is a planet destroyer somewhere in space and the Klingons have a machine that can defeat this creature. What you have to do is get the machine from the Klingons and then go after the planet destroyer. The introduction to the story takes place in the ship's bridge, but immediately after that, you go to this view of nearby space. You have to chart a course for the Enterprise to this planet through various dangers. At that point, the game was a bit of a let-down for me. The Enterprise is very small and basically, you just have to avoid asteroids, Klingon Cruisers and dangerous obstacles in a huge Space Amoeba.

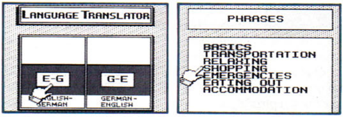
GEORGE That part of the game is quite a bit different from the NES version of Star Trek. If you enjoy space shoot 'em ups, you'd probably like it.

ROB I prefer the scenes that take place on planetary surfaces where you actually control the members of the crew.



Personal Power Meters for Star Trek. George: 2.5 3.5 3.0 3.5 Rob: 3.5 3.5 3.0 3.5.

GEORGE Before we move on to Super NES games, we should mention that the Infogenius line of Game Paks is expanding with a **German Language Translator**. It works as a kind of electronic book, translating both from English to German and German to English. I can see how it could be helpful if you are traveling in Germany and would like a quick language reference. There's also an **Infogenius Japanese Translator** on the way.



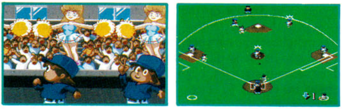
The Infogenius line expands with the Infogenius German Language Translator.

ROB Our first Super NES game up for discussion is **Extra Innings**. You and I have played two Extra Innings games and unlike our Rampart rivalry, I've actually won a game here.

GEORGE That's right. We both had runaway innings in consecutive games and you took the second game. I think this is one of the best baseball games for the Super NES so far. It doesn't really offer anything new but it's an all-around good game with detailed graphics and solid play control.

ROB The players don't really look like real pro baseball players. They're more along the lines of the comic, younger players in Nolan Ryan's Baseball which we reviewed a couple of issues ago. They are also fairly small once the viewpoint switches to that overhead look at a large part of the field at once, though I do like the graphics of the game. One thing that I don't like is that the defensive players seem to be pretty slow and weak. The runner might be rounding second by the time the outfielder gets his hands on the ball and then the throw to third ends up just rolling in. I think that we both scored inside-the-park home runs in our two games and that almost never happens in the real game.

GEORGE Yeah. I would prefer faster and stronger fielding also, but I think that the strengths outweigh the weaknesses here. The battle between the pitcher and the hitter, for instance, is very fair and realistic. There are some games where hitting is next to impossible, but I think that it's pretty easy and intuitive in this game, and that allows for a lot of action and scoring.



Personal Power Meters for Extra Innings. George: 4.0 3.5 3.0 3.5 Rob: 3.0 3.0 3.5 3.0.

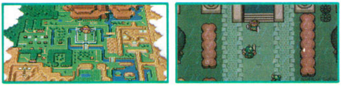
ROB Next, we have **Smart Ball**. In this game, you control a prince who has been transformed into a very flexible ball. Your mission is to somehow find a way to change back into your human form. You can slither along the ground and defeat enemies by changing your shape.

GEORGE It's like a Boy and His Blob without the boy. You can do a lot, like climb walls and stick to the ceiling. The graphics and play control are great. If you like the concept, you'll probably like the game.

ROB The play control is difficult to get used to. You should have a chance to get the hang of the game before you have to do the really difficult stuff.

GEORGE I think that the favorite game for both of us this issue is **The Legend of Zelda: A Link to the Past**. This game is just amazing. It's got incredible graphics, great sound effects, and it's a well thought out adventure.

ROB I think it's going to be a mega-hit. It takes all of the things that made the first two Zelda games fun and exciting to a new level with the enhanced graphics, sound and depth made possible by the Super NES.



Personal Power Meters for The Legend of Zelda: A Link to the Past. George: 5.0 4.5 4.0 5.0 Rob: 4.5 4.0 4.5. 4.5.

The opinions of Rob and George do not reflect the opinions of Nintendo Power Magazine or Nintendo of America Inc.

YOUR GUIDE TO THE LATEST RELEASES

NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Blazebusters	Ascii	2P-A	2.8	3.3	2.7	2.9	Comic Action
The Empire Strikes Back	JVC	1P	3.6	3.0	3.6	3.8	Sci-Fi Adv.
Godzilla 2	Toho	1P	2.8	2.8	2.9	3.1	Sci-Fi Strategy
M.C. Kids	Virgin Games	2P-A	2.9	3.4	3.3	3.3	Comic Action
Nightshade	Ultra	1P	3.4	2.9	3.6	3.8	Crime Fighting Adv.
Super Square Deal	Hector	2P-S	2.9	3.3	3.0	2.8	Puzzle Action
Terminator 2: Judgment Day	LJN	1P	3.1	3.3	2.9	3.0	Sci-Fi Action
Wizardry II: Knight of Diamonds	Ascii	1P/BATT	2.9	2.5	2.9	3.1	Role Playing

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
High Stakes	Electro Brain	2P-S/PASS	3.2	3.3	3.5	3.6	Games of Chance
Infogenius German Language Translator	GameTek	1P	N/A	N/A	N/A	N/A	Translator
Mega Man 2	Capcom	1P/PASS	3.9	3.9	3.7	3.8	Comic Adv.
Pop Up	Infogrames	1P/PASS	3.1	3.1	3.2	3.4	Puzzle Action
Pyramids of Ra	Matchbox	1P/PASS	2.8	3.6	2.6	2.7	Puzzle Action
Square Deal	Hector	2P-S	2.9	2.8	3.0	3.0	Puzzle Action
Star Saver	Taito	1P	3.2	3.3	3.0	3.3	Sci-Fi Action
Star Trek	Ultra	1P/PASS	3.3	3.2	3.3	3.4	Sci-Fi Action
Tiny Toon Adventures	Konami	1P	3.8	3.6	3.4	3.6	Comic Action

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
			G	P	C	T	
Extra Innings	Sony Imagesoft	2P-S	3.4	3.6	3.4	3.4	Baseball
Joe & Mac	Taito	2P-S	3.9	3.6	3.6	3.7	Comic Action
The Legend of Zelda: A Link to the Past	Nintendo	1P/BATT	4.7	4.3	4.8	4.9	Hero Quest
Lemmings	Sunsoft	2P-S/PASS	3.8	3.6	4.1	4.3	Comic Action
Smart Ball	Sony Imagesoft	1P	3.3	3.0	3.2	3.4	Comic Action

CHART KEY

You can get the most out of our game chart by understanding the categories. Title, Company and Game Type are self explanatory. Use this Key to understand Play Info and the valuable Power Meter ratings.

PLAY INFO

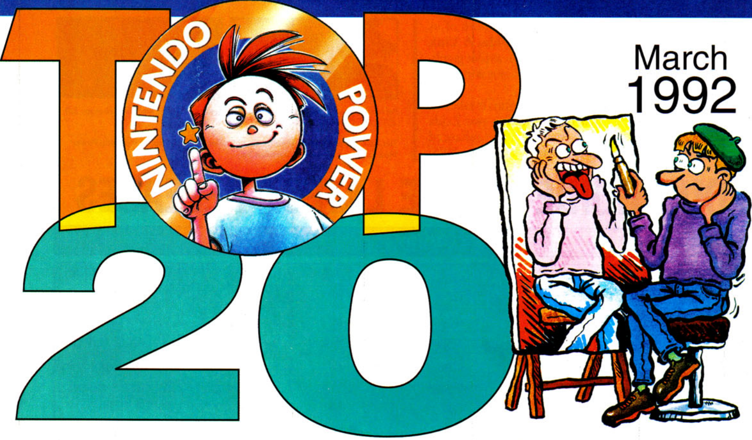
Games are made to be played with as many as four players. Some also employ a battery or password to save game play data.

1P = ONE PLAYER
2P-S = TWO PLAYERS SIMULTANEOUS
2P-A = TWO PLAYERS ALTERNATING
BATT = BATTERY
PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND
P = PLAY CONTROL
C = CHALLENGE
T = THEME AND FUN



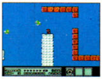
March 1992

Our main man, Mario, still rules the charts. However, everyone has got to be wondering when The Legend of Zelda: A Link To The Past is going to skyrocket up the Super NES chart. It should be very soon!

NES

1 11,825 POINTS
29 MONTHS

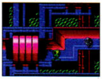
SUPER MARIO BROS. 3



The lasting challenge and appeal of Super Mario Bros. 3 should keep it at #1 for quite awhile longer.

2 6,641 POINTS
7 MONTHS

BATTLETOADS



They're a worthy challenge for the Mario Bros., but will the 'Toads ever attain the lofty #1 position?

3 5,429 POINTS
14 MONTHS

DR. MARIO

DrMARIO
TOP
SCORE
LEVEL
SPEED
VIRUS

The good Doctor won't let a little thing like a few viruses stop him from prescribing some fun.

4 5,185 POINTS

TMNT II: THE ARCADE GAME

The power of pizza boosts the Ninja Turtles back up into the Top 5. Cowabunga, dudes!

5 5,116 POINTS

TETRIS

Block-stacking enthusiasts gobble up Tetris at the stores and push it up the NES chart once again.

6	4,558 POINTS	THE LEGEND OF ZELDA
7	4,365 POINTS	SUPER MARIO BROS. 2
8	4,058 POINTS	BATMAN
9	3,880 POINTS	THE SIMPSONS: BART VS. THE SPACE MUTANTS
10	3,561 POINTS	FINAL FANTASY
11	3,402 POINTS	THE LITTLE MERMAID
12	3,328 POINTS	CRYSTALIS
13	3,173 POINTS	MONOPOLY
14	2,928 POINTS	MEGA MAN III
15	2,629 POINTS	MEGA MAN IV
16	2,357 POINTS	BASES LOADED II
17	2,080 POINTS	LITTLE NEMO THE DREAM MASTER
18	2,023 POINTS	METROID
19	1,953 POINTS	MEGA MAN II
20	1,861 POINTS	TEENAGE MUTANT NINJA TURTLES

SUPER NES

1 15,230 POINTS
3 MONTHS

SUPER MARIO WORLD

It's too bad that Mario and Luigi can't take a bite out of Chocolate Island...they're getting very hungry on this adventure!

2 12,712 POINTS
3 MONTHS

F-ZERO

Taking on the challenge of the King League is keeping F-Zero players very busy this month. Don't make mistakes!

3 8,303 POINTS
3 MONTHS

FINAL FANTASY II

The first epic adventure for the Super NES is keeping role-playing fans riveted to their TV screens.

4 6,945 POINTS

FINAL FIGHT

Lightning fast Cody and muscle-bound Haggar tackle the streets of Metro City. Their mission is vital.

5 6,211 POINTS

SIMCITY

Oh no! A plane has crashed! The city hopes it has enough Fire Stations to put the flames out.

6	6,181 POINTS	ACTRAISER
7	5,150 POINTS	THE LEGEND OF ZELDA: A LINK TO THE PAST
8	3,949 POINTS	PILOTWINGS
9	3,663 POINTS	U.N. SQUADRON
10	3,433 POINTS	SUPER BASES LOADED
11	2,804 POINTS	CASTLEVANIA IV
12	2,522 POINTS	JOHN MADDEN'S FOOTBALL
13	2,078 POINTS	SUPER R-TYPE
14	2,031 POINTS	ULTRAMAN
15	1,950 POINTS	GRADIUS III
16	1,750 POINTS	SUPER GHOULS 'N GHOSTS
17	1,548 POINTS	SUPER TENNIS
18	1,525 POINTS	DRAKKHEN
19	1,511 POINTS	LEMMINGS
20	1,373 POINTS	CONTRA III

GAME BOY

1 10,533 POINTS
18 MONTHS

SUPER MARIO LAND

Game Boys everywhere are leaping to life as Mario pilots the Sky Pop through dangerous territory.

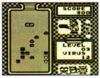
2 8,955 POINTS
3 MONTHS

METROID II

The one Metroid left over from the first mission continues to reproduce. Samus must come to the rescue!

3 6,634 POINTS
14 MONTHS

DR. MARIO



Game Boy provides an excellent breeding ground for nasty viruses. You must help Dr. Mario come up with a cure.

4 6,031 POINTS

MEGA MAN IN DR. WILY'S REVENGE

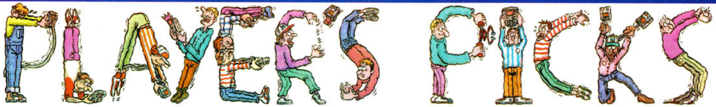
That deranged psycho, Dr. Wily, just won't stop. He keeps assaulting Mega Man with his robots.

5 4,918 POINTS

TMNT II: FALL OF THE FOOT CLAN

The Foot Clan keeps coming back! The Turtles are ready for them, though. Earn yourself a pizza feast.

6	4,411 POINTS	BATTLETOADS
7	3,112 POINTS	HOME ALONE
8	2,902 POINTS	F-1 RACE
9	2,701 POINTS	OPERATION C
10	2,635 POINTS	SUPER R.C. PRO-AM
11	2,628 POINTS	TMNT: BACK FROM THE SEWERS
12	2,440 POINTS	CASTLEVANIA II: BELMONT'S REVENGE
13	2,337 POINTS	FINAL FANTASY ADVENTURE
14	2,185 POINTS	FINAL FANTASY LEGEND II
15	2,033 POINTS	TECMO BOWL
16	2,020 POINTS	FACEBALL 2000
17	1,709 POINTS	KID ICARUS
18	1,459 POINTS	SPIDERMAN
19	1,353 POINTS	CASTLEVANIA: THE ADVENTURE
20	1,283 POINTS	FINAL FANTASY LEGEND



WHAT ARE YOUR FAVORITE GAME BOY GAMES?

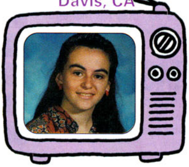
PLAYER'S PICKS

Mike Cost
Kansas City, MO

TMNT: Fall of the Foot Clan
Mega Man in Dr. Wily's Revenge
Tecmo Bowl
Castlevania: The Adventure
Metroid II: Return of Samus

PLAYER'S PICKS

Wendy Hector
Davis, CA



Bases Loaded
Final Fantasy Ledgend
TMNT: Fall of the Foot Clan
Dr. Mario
Spider Man

PLAYER'S PICKS

Joel Simmens
Grand Rapids, MN

Final Fantasy Ledgend
Final Fantasy Ledgend II
Final Fantasy Adventure
TMNT: Fall of the Foot Clan
The Hunt For Red October

PLAYER'S PICKS

John Miller
Greenwich, CT

Spider Man
Kwirk
Tetris
Super Mario Land
Golf

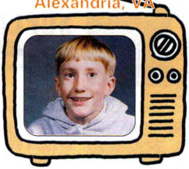
PLAYER'S PICKS

Matt Bowers
Sacramento, CA

TMNT: Back From the Sewers
TMNT: Fall of the Foot Clan
Metroid II: Return of the Samus
Mega Man in Dr. Wily's Revenge
Monopoly

PLAYER'S PICKS

Blake Selinsky
Alexandria, VA



Final Fantasy Adventure
Final Fantasy Ledgend
Final Fantasy Ledgend II
Super Mario Land
Mega Man in Dr. Wily's Revenge

PLAYER'S PICKS

PLAYER'S PICKS

PLAYER'S PICKS

TAKE 5

The readers of Nintendo Power have voted these games to be their Top 5 Game Boy Sports games. Be sure to cast an accurate vote for your favorites in the Player's Poll this month.

Game Boy Sports Games: Player's Picks for March 1992

1. F-1 Race
2. Tecmo Bowl
3. Bases Loaded
4. Super R.C. Pro-Am
5. Days of Thunder

CORIN NEMEC CAN'T LOSE

Zing, bam, swoop goes the soundtrack of "Parker Lewis Can't Lose," the fast-paced FOX comedy series. With its zany special effects, it's the only television show we know of that can be compared to a video game. We recently interviewed Corin "Corky" Nemec, who stars as the charming but mischievous Parker Lewis. When we met, we talked to the coolest kid in high school about video games and gave him a sneak preview of the new Super NES game, The Legend of Zelda: A Link to the Past.

Corin Nemec, right, better known as Corky, stars as Parker Lewis, who comes up with an ingenious plan for every adventure.

Celebrity Player Profile

Nintendo Power: What do you like best about playing video games?

Corky Nemec: They're so much fun and they're extremely educational, too. I love the challenge of trying to complete the games, to find hidden things, to reach new levels. Video games help with concentration and hand-eye coordination. Let's face it, you have to be intelligent to play; you can't be a moron.

NP: What do you think of The Legend of Zelda: A Link to the Past?

CN: Very cool! I couldn't get away from the game. The graphics are spectacular. Aaagh! I still haven't beaten Ganon.

NP: Do you have any video-game playing tips for our readers?

CN: Let go and have a lot of fun. Don't get frustrated—it'll ruin the fun of the game. Laugh at your mishaps.

NP: What's your favorite video game?

CN: Right now it's Super Mario World for the Super NES. It came at the perfect time—I was really ready for a new Mario Bros. game. It's the coolest. I've stayed up all night playing it with my friends. I like Yoshi!

NP: What do you like best about being on Parker Lewis Can't Lose?

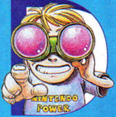
CN: The show incorporates special effects, music videos, and, most of all, originality. Parker's extremely likable. He's very popular and into helping people, which is cool.

NP: How did you get started acting?

CN: A friend introduced me to his acting coach and, before I knew it, I was doing commercials. Since then, I've been in the film "Tucker: The Man and His Dream," and television movies "My Son Johnny" and "I Know My First Name is Steven." (Corky was nominatated for an Emmy for his portrayal of kidnap victim Steven Staynor.)

NP: Is there anything about you that would surprise your fans?

CN: (laughing) That I'm not Parker Lewis. I like Parker. He's funny, outgoing, sure of himself, and involved with helping other people. I like to keep a little more to myself, so when I'm Parker, I get to be someone else, which is one of the great things about acting.



A LOOK INTO THE GAMES OF THE FUTURE

PAK WATCH

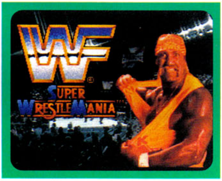
BLAST OFF

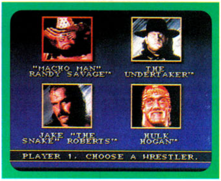
WWF Super Wrestlemania LJN

WWF Wrestling will come to life soon on the Super NES thanks to LJN and Sculptured Software. The nearly-finished version they sent us got a long workout, and we're happy to report that we liked what we saw. The digitized opening sequence helped set the scene, and the likenesses of the wrestlers like Hulk Hogan, "Macho Man" Randy Savage, Animal, Hawk, the Natural Disasters and others (ten in all) were almost photographic in clarity. Even more impressive was the smooth animation of the wrestlers during the action in the ring–the best we've seen for a wrestling game.

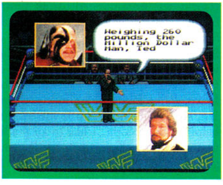
At first, we thought that the controller sequences for executing different body bashing throws and holds were difficult to figure out. Once we got some basic moves under our belts, however, we started to rock and roll. From simple headbutts to B-52 Bellybombs off the ropes, we used every dirty trick in the book. All the wrestlers are capable of making the full range of moves, but size and quickness affects execution. As a result, strategy is very important, which means brains are just as important as brawn.

Realistic touches add a lot to the game, like the crowd going ape when you make an awesome move and wrestlers responding slowly to your commands when their energy levels are low. The two-player mode was our favorite, but with the option to wrestle One-on-One, Tag Team, or in the four-on-four Survivor Series, playing the computer can also be a challenge, especially if you set the game to the Hard mode. Frankly, this Pak Watcher was impressed. Playing WWF Super Wrestlemania was much more fun than watching the real thing.

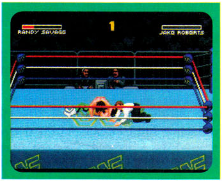


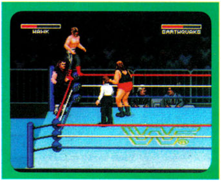


PLAYER 1. CHOOSE A WRESTLER.



Weighing 260 pounds, the Million Dollar Man, Ted



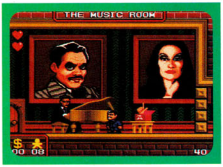


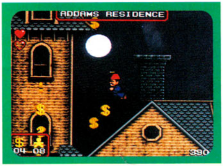
BLAST OFF

The Addams Family

OCEAN

Ocean has put together an impressive looking action game for the Super NES in The Addams Family. Although the game play is similar to Mario adventures–Gomez stomps ghosts, ghouls, rabbits and other critters who dwell in the huge Addams Family mansion–there are items to collect that add challenge and fun to the game. For instance, if you find the Fez hat, Gomez can fly! The range of actions is a real strength as Gomez tries to rescue the strange members of his cooky, ooky clan. According to Ocean, The Addams Family, should be available this Spring and Robocop 3 for the Super NES and NES will follow.



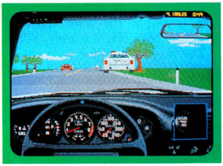


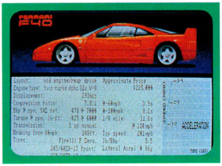
BRIGHT IDEA

The Duel: Test Drive 2

ACCOLADE

Our sources at Accolade say that work has begun on a Super NES version of The Duel: Test Drive II. The Test Drive games are driving simulations featuring some of the fastest production models in the world and realistic scenery as seen from a cockpit view. Distinctive Software, the developer, plans on adding a Lamborghini Diablo to the Super NES lineup along with the Ferrari F40 and Porsche 959. The screens shown here are from the Amiga. In head-to-head competition or time trials these cars can reach speeds up to 190 mph. As this game goes through the many steps of development, we'll keep you updated with progress reports in Pak Watch.





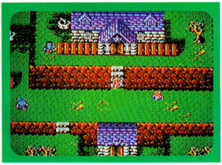
Layout: mid engine/rear drive
Engine type: twin-turbo dohc 32v V-8
Displacement: 2936cc
Compression ratio: 7.8:1
Bhp @ rpm, SAE net: 478 @ 7000
Torque @ rpm, lb-ft: 425 @ 4000
Transmission: 5 sp manual
Braking from 60mph: 248ft.
Tires: Pirelli P Zero, 245/40ZR-17 front/
Approximate Price: $225,000
0-60mph: 3.9s
0-100mph: 8.2s
1/4 mile: 11.8s @ 124mph
Top speed: 201mph
lb/Bhp: 5.5
Lateral Accel: 0.86g

BLAST OFF

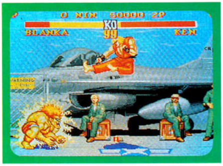
Gargoyle's Quest

CAPCOM

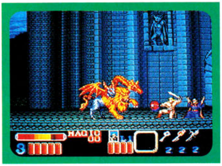
Back in January we promised you a look at Gargoyle's Quest for the NES from Capcom. Here it is, and in this Pak Watcher's opinion, the Ghoul Realm was meant to be explored on a large screen and in color. For those of you who weren't introduced to Firebrand the Gargoyle in the hit Game Boy version, his world is a mix of overhead adventure and side-scrolling action with a trove of items to collect along the way. Look for this one in the next few months. Capcom also has two Super NES arcade conversions–the 16 meg Street Fighter II for two-player action and Magic Sword's 50 stages of heroic battles. Ariel (Disney's The Little Mermaid) should be appearing soon for Game Boy.



GARGOYLE'S QUEST

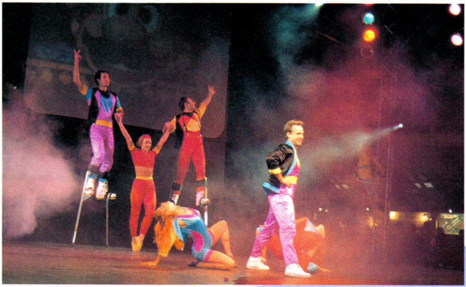


STREET FIGHTER II



MAGIC SWORD

CES SPECIAL


Magic, music and a giant, interactive Mario drew enthusiastic crowds to Nintendo's central stage every hour.

Nintendo of America constructed an elaborate temporary structure of more than 65,000 square feet at the Winter Consumer Electronics Show in Las Vegas. There, your Pak Watchers found a big top atmosphere and 54 licensee exhibitors showing off hundreds of games for the three Nintendo systems. Amidst jugglers, video characters come to life, and an interactive Mario, we found the following scoops.

The big news from **Nintendo** was the announcement of a CD-ROM for the Super NES, which is scheduled for release next January. Nintendo also showcased *The Legend of Zelda: A Link To The Past*, the Super Scope 6, and *Super Play-Action Football* for the Super NES.

Manufacturers, buyers and journalists flock to the Winter CES for a preview of hardware and software.

At the **Capcom** booth we tested out *Street Fighter II* for the Super NES and found that this 16 megabit version was just as fun, fast and fantastic as the arcade original. For the NES, *Dark Wing Duck* really impressed us with great control and fun activities like floating with helium balloons.

It looks like **Konami/Ultra** is continuing to put out tons of fun. Leading the way on the Super NES are *Contra III: The Alien Invasion* (previously called Super Contra IV) and *T.M.N.T. IV: Turtles In Time*. Both are terrific games for two players. Konami scored another major coup when it landed the license for the upcoming Batman movie, *Batman: The Return*. Look for a Super NES game based on the film at the end of the year.

Acclaim/LJN will continue to produce a wide variety of games. *Bart's Nightmare* for the Super NES had Bart battling viruses and turning into a dinosaur. Another game in the first stages of development for the Super NES is *Spider Man And The Uncanny X-Men*.

The biggest news for license-based games, however, may have been the announcement that **Sunsoft** signed a deal for the use of the Looney Tunes characters. Already they are planning *Death Valley Rally*, featuring the Roadrunner and Wile E. Coyote, and *Tazmania*. *Superman*, *Batman: Return of the Joker*, and *Blaster Master 2* for the Super NES make the future look even brighter. *Lemmings* will also be coming for the NES.

Data East's Super NES *Ultrabots* is a classy looking cart along the lines of Battletech that looks promising. David Crane demonstrated his amazingly good *Amazing Tennis* for **Absolute**. David, who is a tournament tennis player, has succeeded in capturing the feel of real tennis for this Super NES game.

American Sammy was excited about two classic D&D type games—*Might & Magic* with very good graphics for the NES, and *Might & Magic II* for the Super NES. **FCI** was also showcasing its RPG lineup, headed by the Super NES version of *Ultima VI: The False Prophet*. For the NES, *Dragon Strike* looks like an interesting variation from the AD&D family. The overhead view of this game lets you fly dragons and battle in the air.

The big news from **Jaleco** is that they are working with **Lucasarts** on a *Young Indy* game based on the TV series that will air in the fall. **Hi-Tech** is also working with a major license in a Super NES *Hunt For Red October*. A very early *Super Battletoads* game was shown by **Tradewest**. The **RARE** development team seems to be heading in the right direction with some cool super moves

The Joker and Barbie were two of the character celebs at CES. We caught them plotting the overthrow of Ken.

George and Rob, Nintendo Power's game gurus, critiqued everything from Q*bert's sash to Cafe Mario.

REPORT!

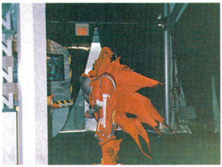
for the toads to use against super baddies.

Another major trend is that computer games continue to be converted to the Super NES. **Software Toolworks** announced that the space-flight simulator, *Wing Commander*, was on its way. **Maxis,** the creators of *SimCity*, were showing a Super NES version of *SimEarth*, which has already been released in Japan. The hit PC game, *Railroad Tycoon* from **Microprose,** was announced as a fall release, although the Super NES version was not available. Creating *Turrican II* for all three systems is the big project at **Accolade** along with *The Duel: Test Drive 2*.

We visited Taito's Bedrock and Hudson's Adventure Island during our four day tour of CES kiosks.

Of the five Super NES basketball games, **HAL's** *NCAA Basketball* showed promise with unique Mode 7 graphics effects. **Electronic Arts** showed a solid *Bulls Vs. Lakers*, but everyone was talking about their upcoming PC game, *Michael Jordan's Flight Simulator*, which this Pak Watcher would like to see on the Super NES.

The most talked about game was a CD ROM ghost story called *Guest* from **Virgin Games** while the most talked about people at CES were probably the guys at **Bulletproof Software,** who wore bright yellow pants with happy face designs to promote *Super Faceball*—one of the best two-player games we saw! **Ocean** was busy with several development projects: *Radio Flyer*, based on the upcoming movie, and *Joe Vs. The Wall* and *Push Over*—two unique puzzlers. The biggest surprise was *Wings* from **Namco.** The WWI flight simulator is a big improvement over the original Amiga version and derives its look and control from *Pilotwings*. *Nosferatu* and *F1-ROC* for the Super NES from **Seta** didn't surprise us except that both of these games exceeded our greatest expectations. *Out of this World* from **Interplay** turned a lot of heads with its PC-like graphics and excellent animation while *Family Dog* from **T.HQ** has great animation and humor. Well that's a wrap. We'll be reporting from Chicago and the Summer CES later in the year. In the meantime, many of the games mentioned above will appear in Nintendo Power in the next several months.



Xardion, an interstellar hero, took time out of his busy schedule to drop by Earth and the Asmik booth.

Nintendo has set its sights on the future with the Super Scope 6 accessory for the Super NES.

FUTURE GAMES FOR

NES

- **Avengers**
- **Bio Force Ape**
- **Contra Force**
- **Cyberball**
- **The Empire Strikes Back**
- **Gargoyle's Quest**
- **Hammerin' Harry**
- **Might & Magic**
- **Rocky**
- **Toki**
- **Toxic Crusaders**
- **T&C 2: Thrilla's Surfari**
- **Ufouria**
- **Uncharted Waters**
- **Wizards & Warriors III**
- **Yoshi**

SUPER NES

- **The Duel: Test Drive II**
- **F1-ROC**
- **Magic Sword**
- **Nolan Ryan's Baseball**
- **PGA Tour Golf**
- **The Rocketeer**
- **RPM Racing**
- **Smash TV**
- **Street Fighter II**
- **Super Battletank**
- **Super Contra IV**
- **Super Play Action Football**
- **TMNT IV**
- **WWF Super Wrestlemania**

GAME BOY

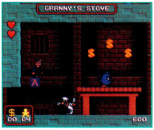
- **High Stakes**
- **Ariel (The Little Mermaid)**
- **Lunar Chase**
- **Mousetrap Hotel**
- **Nail N' Scale**
- **Star Trek**
- **Top Gun: Guts & Glory**
- **Turn And Burn**
- **Yoshi**

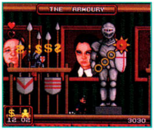
NEXT ISSUE

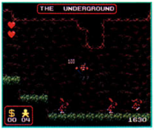
COMING NEXT MONTH IN VOLUME 35

THE ADDAMS FAMILY

That creepy, kooky Addams Family is now moving to the Super NES for an all-new, mysterious and spooky adventure. See some of their 16-bit antics in next month's review.

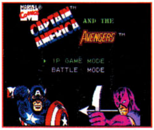


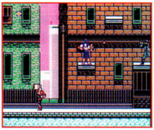


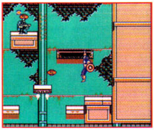


CAPTAIN AMERICA AND THE AVENGERS

Iron Man and Vision have been captured by the evil Red Skull. Hawkeye and Captain America will battle a vast number of villains to free their fellow Avengers.

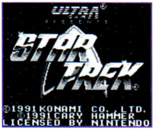


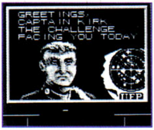




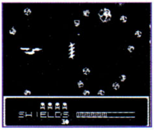
STAR TREK

Star Date April 1992: The Enterprise crew beams down to a Game Boy near you, ready to explore new territory and add yet another stellar entry to its Star Log.



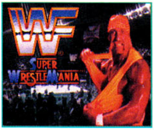


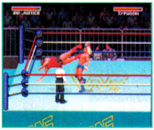
GREETINGS,
CAPTAIN KIRK
THE CHALLENGE
FACING YOU TODAY

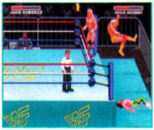


WWF SUPER WRESTLEMANIA

Our review of LJN's hot Super NES brawl will include profiles of the ten WWF contenders who appear in the game. Find out the inside scoop straight from the pros.







BACK ISSUES

These Nintendo Power back issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 22 (March '91): MetalStorm, StarTropics, G.I. Joe, Hudson's Adventure Island III.
Volume 23 (April '91): Power Blade, Sword Master, Totally Rad, Monopoly.
Volume 24 (May '91): Vice: Project Doom, The Adventures of Lolo III, The Rocketeer, The Lone Ranger.
Volume 25 (June '91): Battletoads, Day Dreamin' Davey, NES Open Tournament Golf.
Volume 26 (July '91): Robin Hood, Rockin' Kats, The Little Mermaid.
Volume 27 (Aug. '91): Ninja Gaiden 3, Dragon Warrior II & III, Darkman.
Volume 28 (Sept. '91): Super Mario World, Star Wars, Smash TV, Kick Master.
Volume 29 (Oct. '91): Star Trek, F-Zero, Metroid, Shatterhand, Roger Clemens MVP Baseball.
Volume 30 (Nov. '91): Final Fantasy II, Tom & Jerry, Where In Time Is Carmen Sandiego, Flintstones, Ultimate Air Combat.
Volume 31 (Dec. '91): Tiny Toon Adventures, Batman: Return of the Joker, ActRaiser, Metroid II: Return of Samus (Game Boy).
Volume 32 (Jan. '92): Mega Man IV, Monster In My Pocket, Tecmo Super Bowl.
Volume 33 (Feb. '92): TMNT III: The Manhattan Project, The Simpsons: Bart vs. The World, Rampart, GI Joe: The Atlantis Factor.

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SPECIAL OFFERS

Issues from our first two years are available only in special collector's sets. You won't find these issues at newsstands!

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Ninja Gaiden
Castlevania II-Simon's Quest Zelda II-The Adventures of Link
TMNT

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Mega Man II
Dragon Warrior
Super Mario Bros. 3
Tetris
Final Fantasy

Five of the most popular NES games of all time are featured in Volumes 7 through 12.

STRATEGY GUIDES AND TIP BOOKS

Nintendo Power's Strategy Guides and tip books cover some of the most popular games ever and contain the most complete information. If you like these games and want to know every single detail about them—these Strategy Guides are definitely the way to go!

STRATEGY GUIDES:

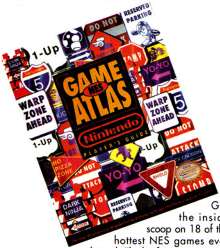
Super Mario Bros. 3
Ninja Gaiden II
Final Fantasy
4-Player Extra

TIP BOOKS:

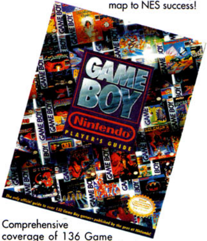
The Legend of Zelda: Tips and Tactics
How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this magazine to order your books today.

PLAYER'S GUIDES


1-Up
GAME NES ATLAS
Nintendo
PLAYER'S GUIDE
WARP ZONE AHEAD
YO-YO
DO NOT
RESERVED PARKING

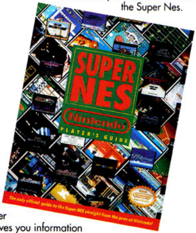
Get the inside scoop on 18 of the hottest NES games ever released. Think of it as your road map to NES success!


GAME BOY
Nintendo
PLAYER'S GUIDE

Comprehensive coverage of 136 Game Boy titles. This is by far the best source of information for Game Boy.

MARIO MANIA
Nintendo
PLAYER'S GUIDE

The place to find the inside story on Mario, plus a whopping 140-page review of Super Mario World for the Super Nes.


SUPER NES
Nintendo
PLAYER'S GUIDE

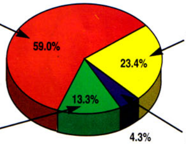
This super guide gives you information on 55 Super NES titles and detailed reviews of 19 spectacular games!

WHAT'S THE SCORE ?

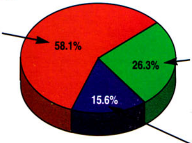
PLAYER'S POLL QUESTIONNAIRE RESULTS

To enter a Player's Poll Contest we ask you to tear out and send in a card. On that card we ask you to answer a few questions about topics relating to Nintendo and Nintendo Power magazine. We thought you might like to see how readers reacted to the recent changes in the format of Nintendo Power.

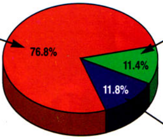
1) HOW DO YOU LIKE THE NEW COMICS SECTIONS?



2) WHAT DO YOU THINK ABOUT HAVING ADVERTISEMENTS IN NINTENDO POWER?



3) OVERALL, HOW DO YOU LIKE THE NEW NINTENDO POWER?



To summarize, readers really liked the changes in Nintendo Power, including the addition of the Legend of Zelda and Super Mario Bros. comics. Readers also thought that it would be O.K. to run advertisements if they were limited to a few pages. The results were tallied from a random sample of approximately 23,000 responses.

THANKS FOR YOUR INPUT AND CONTINUED SUPPORT!

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